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SIGNATURE SERIES

Devil May Cry® 3

DANTE'S AWAKENING

OFFICIAL STRATEGY GUIDE

BY DAN BIRLEW

This guide
is based
on a mature
rated game:



COVERS PLAYSTATION® 2 COMPUTER ENTERTAINMENT SYSTEM

CAPCOM



The background of the cover is a dark, moody red with swirling, smoke-like patterns. A large, bright orange full moon is centered in the lower half. On the left side, a portion of Dante's red leather jacket and a silver sword hilt are visible. The title 'Devil May Cry 3' is written in a stylized, gothic font with a red glow. Below it, 'DANTE'S AWAKENING' is written in a smaller, white, sans-serif font. The number '3' is significantly larger and incorporates a silhouette of Dante in a dynamic pose.

Devil May Cry[®] 3

DANTE'S AWAKENING

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The *Devil May Cry* series has pushed the boundaries of challenge and mayhem in games to unprecedented new levels. Dante is a half-human, half-demon with all the powers of the latter who takes on the demonic legions of Hell. And legion they are, for every room fills and refills with wave after wave of foes. Under this premise, even an expert game player can start feeling overwhelmed in no time. The aim of the *Devil May Cry 3: Dante's Awakening Official Strategy Guide* is to examine the game thoroughly and fully explain how to master control of Dante against constant threat.

This guidebook has been constructed as a reference-in-whole volume, meaning that all the chapters are meant to work in unison. Study of chapters such as **Game Play Flow**, **Styles** and **Devil's Arms and Actions** prior to playing the game should help you familiarize yourself with Dante's moves and actions well enough that you should be pulling off "Sweet!" "Showtime!" and even "Stylish!" level attack combos in no time.

While playing through the game, or during your second play through, refer to the **Walkthrough** chapter. The synopsis is divided up according to missions, the same as in the game. Each mission section contains maps that point out the locations of key items that unlock doors, Red Orbs that are used to purchase upgrades and items, and hidden orbs and items that help out as well. Sometimes orbs are located up high near the ceiling, or you might have to jump and land on a hard-to-reach surface in order to find the item. If you move to a location on the map and cannot find the item, refer to the text to understand where the item is located.



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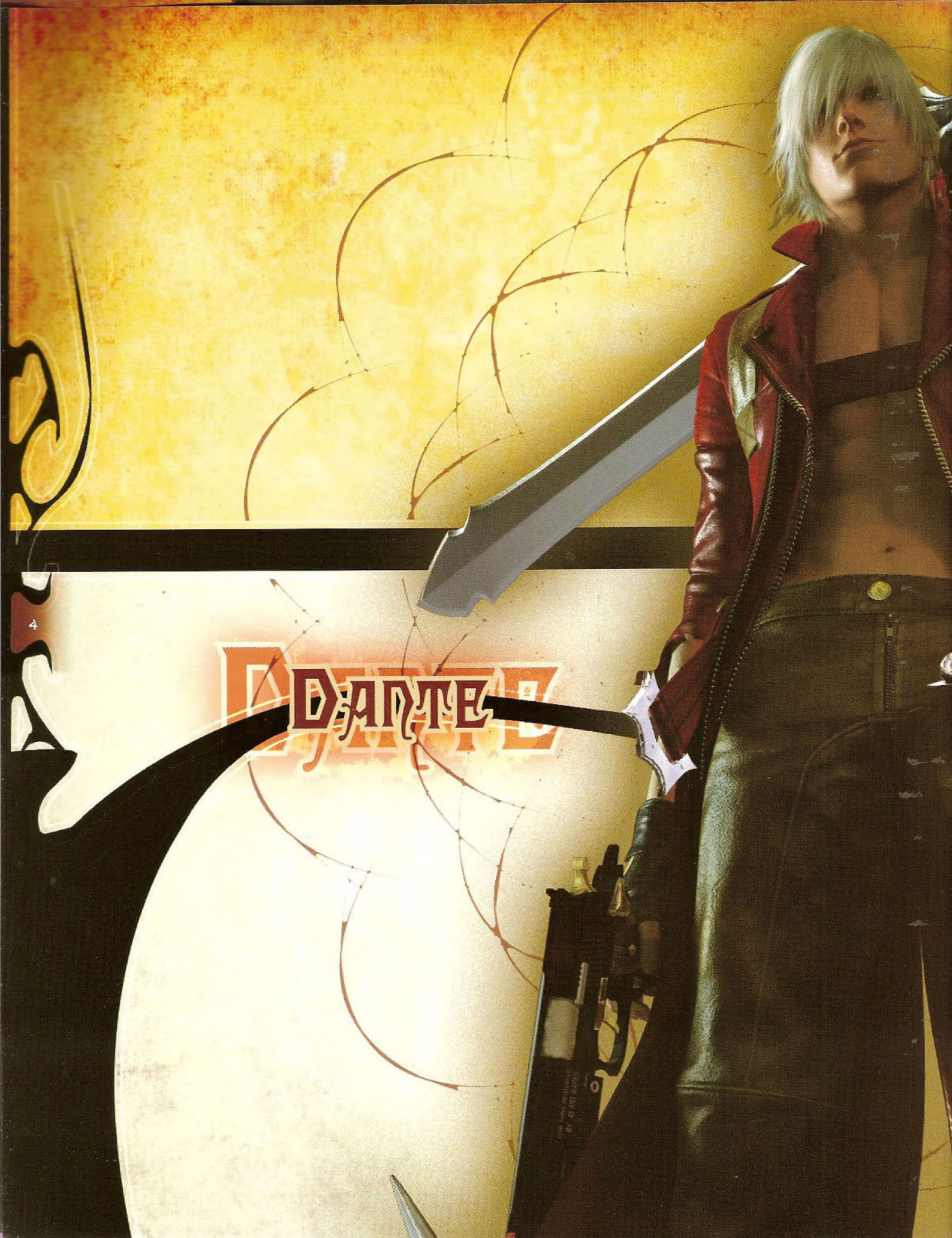
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Many times throughout the game, all exits of a room become sealed off and enemies appear. The enemies must be defeated to unseal the exits. Most enemies in the game are not hard to kill, and can be thought of as charnel fodder, upon which you can try to link together complex and varied combo attacks. Some enemies are trickier than others are, and the **Bestiary** chapter contains warnings regarding their special attacks. Whenever a boss life gauge appears at the bottom of the screen, this indicates the start of a battle against an extra powerful, unique demon. Tactics for surviving and defeating these special foes are described in detail in the **Walkthrough**.

Finally, the chapter entitled **The Devil's Secrets** is a quick list of bonus costumes, extra modes and gallery content that unlocks upon the completion of the game's various difficulty modes. Getting a Perfect S ranking in every mission isn't required to unlock DVD-type goodies, like bonus videos, trailers, and secret costumes, but being able to show friends the Normal Mode Perfect S Clear screen is a real treat, and shows what a masterful game player you are.

With these tenets of the guidebook set forth and understood throughout all the chapters, please enjoy *Devil May Cry 3: Dante's Awakening* and use this issue to find every hidden feature possible!



DANTE



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Dante is the half-human, half-demon son of Sparda, the legendary demon swordsman who forsook his evil powers to seal the doorway between the demon world and the human world. Dante wields the twin semi-automatic pistols Ebony & Ivory along with the symbolic sword Rebellion, given to him as gift from his father years ago. Greatly skilled in the use of these weapons, Dante has recently decided to use his half-demon powers to start a devil hunting business.


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Dante's twin brother Vergil does not share the same carefree attitude. Vergil seeks power, specifically the powerful sword that his father Sparda abandoned and sealed in Hell. He cooperates with a scholar named Arkham, who knows how the demon world can be unsealed. Cold and ruthless, Vergil will stop at nothing to obtain the power he feels is his birthright, the inheritance his father squandered. The safety of the world and even of his twin brother is none of his concern.



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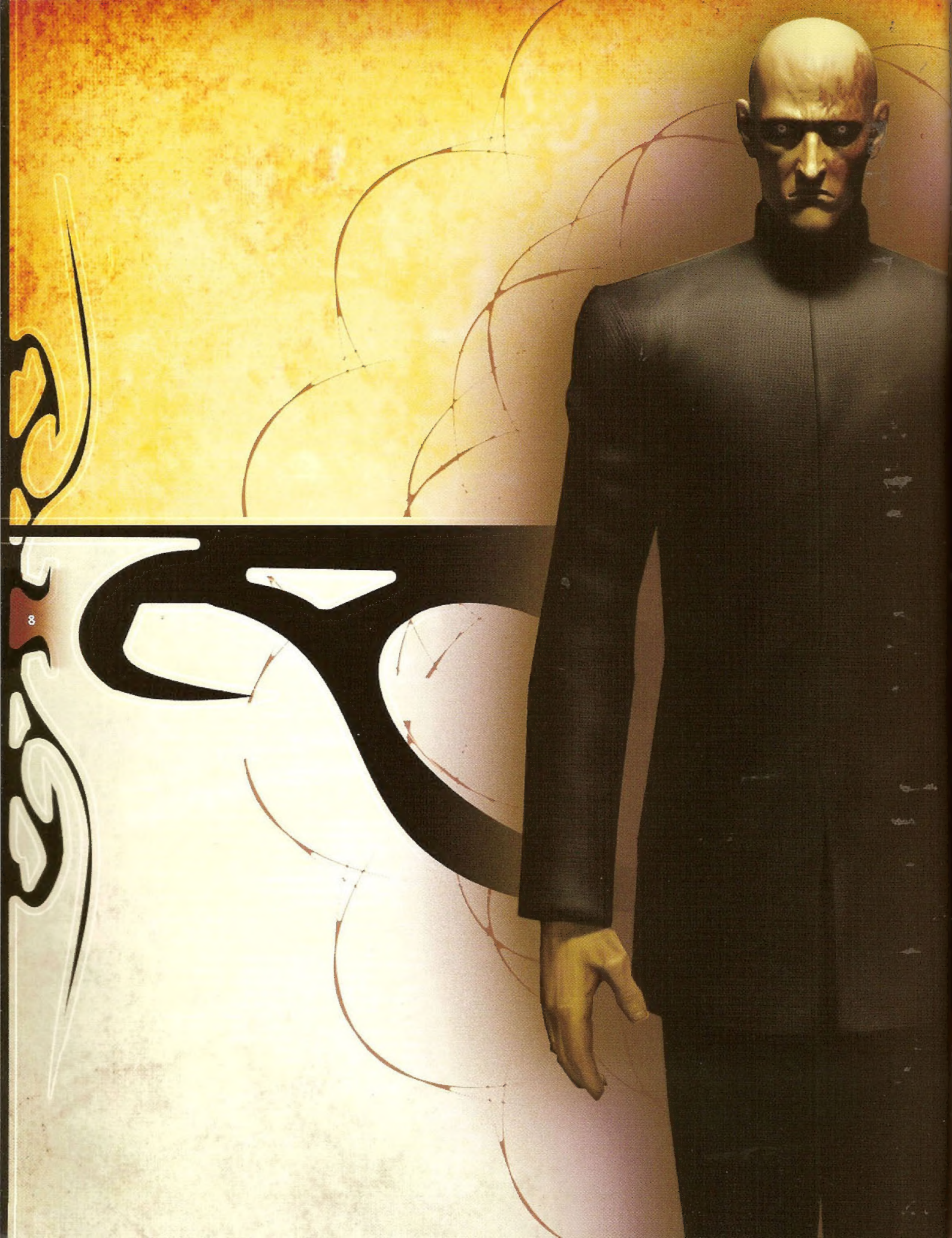
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ARKHAM

Arkham is the scholar who works with Vergil to resurrect the Temen-ni-gru, the massive tower that serves as the portal to Hell. Like Vergil, Arkham seeks to control and wield the power of the demon world, to become the Devil himself. He has sacrificed much to acquire the power he seeks, including the woman he once loved. However, the ceremony in which he murdered her went awry, and the power he obtained was immature. The scarring on his face serves as a grim reminder of the lengths to which this man is willing to go to possess the power of Hell.

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LADY

The mysterious young woman who appears at the same time as Temen-ni-gru refuses to give Dante her name. Therefore, he refers to her sarcastically as "Lady". Untrained and wildly violent, both in combat and temperament, she seeks some kind of revenge on all demons. Because Dante is half-demon himself, she considers him to be no exception.





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JESTER

This laughing buffoon appears before Dante inside the tower of Temen-ni-gru. The jester sometimes offers helpful advice as if he wants to help Dante on his mission. But sometimes, he cheerily throws an obstacle in the devil hunter's path. Jester's true motivations in this affair are unknown, and it is uncertain what agency he serves.

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BESTIARY

This chapter covers all the enemies that appear frequently in the game. Stronger adversaries that appear only once are considered boss monsters, and are covered in the **Mission** walkthroughs. This section contains a few tips and notes concerning monsters that might be tricky to kill.

1ST HELL PRIDE

14 A Netherworld jailer who governs souls sent to Hell for the sin of Pride. Sand is the medium he uses to materialize in the Human world. He carries a giant sickle to judge his prey. Prides are the first enemies encountered during the game. Slow and lumbering, they are easy to carve up and dispatch. When other enemies are present, worry about destroying the Prides last.





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2ND HELL ENVY

A Netherworld jailer who governs souls sent to Hell for the sin of Envy. Differs from other jailors in the fact that he materializes via a fluid which severely limits his movement.

Envies typically appear inside Leviathan, during one brief stage of the game. Other than the fact that they explode into liquid when destroyed, they are very similar in speed and strength to Prides.

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3RD HELL WRATH

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A Netherworld jailer who governs souls sent to hell for the sin of Wrath. He materializes via sand. The massive bomb he carries often obliterates both friend and foe. Wraths attack infrequently by dropping the bomb they hold on the ground, when Dante stays in close range for too long. Wraths are invulnerable to the Devil's Arms.

When Wraths appear amidst enemy groups, hold **L** to lock-on to them, pressing **R** to change aim as needed. Shoot the Wrath continuously. As it weakens under gunfire, the bomb it carries begins to glow bright red. Continue shooting it until it explodes. When a Wrath bursts, it may destroy enemies in close range. It can also damage Dante severely, if he fails to get out of range in time.

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4TH HELL SLOTH

This Netherworld jailer governs souls sent to Hell for the sin of Sloth. His body is made of sand, which he uses to quickly teleport to any nearby location.

Sloths do not move fast, but they attack with greater damaging power

than Prides. If Dante stays in one spot too

long, a Sloth teleports across the room,

reappearing in front of Dante where


it immediately strikes with its sickle.

Because Sloths are so much tougher than

most other Hells, use Dante's strongest attacks to

knock them to the ground. Jump onto their backs and move

the Left Analog Stick to body surf around the room on top of

a Sloth. Hold  while surfing to fire Ebony & Ivory in

all directions. If there are faster enemies in the vicinity,

such as Lusts, dispatch them first before taking on

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5TH HELL GREED

A Netherworld jailer who governs souls sent to Hell for the sin of Greed. He is another sand-based Hellkeeper. He uses his beloved coffin to call upon his disciples for help.

Whenever Greeds appear in a room, prioritize them above other enemies and defeat them first. Greeds slam their coffins in the ground and release spirits that begin to float around the room. If these spirits are allowed time they will dive into the ground and spring up as additional enemies, such as Pride, Gluttony or Lust. If you can attack and defeat a Greed before the spirits have a chance to transform, the ghosts disappear along with their master. Greeds themselves attack by swinging

their coffin back and forth to try to swat Dante away like a bothersome fly. Dante might also take damage if he is too close when a Greed slams the coffin into the ground to release spirits.

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6TH HELL GLUTTONY

A Netherworld jailor who governs souls sent to Hell for the sin of Gluttony.

He is sand-based like other Hellkeepers. He fires a high powered sand mist, damaging his foes.

Gluttony differs from Pride in height and coloration. A Gluttony is taller and has a slight yellow glow about it. When Gluttony begins to inhale sand, jump away from the front of it or strike it to prevent its sandblast attack. Other than that, it is as slow and lumbering as Pride, and just as easy to hack apart.



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7TH HELL LUST

A Netherworld jailer who governs souls sent to Hell for the pride of Lust. A sand-based jailor who leads confused sheep to Hell with his amazing speed and deadly sickle.

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Lusts are the most devastating of all the Hells, able to slide across long distances and strike in an instant. Whenever Lusts are present, target and defeat them as soon as possible, before all other foes. When multiple Lusts are present, perform strong attacks to knock them off of their feet. Try to eliminate one, knock the others back to the ground, then eliminate the next. Continue this pattern until all Lusts are defeated. As long as Lusts are face down on the ground, they cannot ambush Dante with their high-speed attacks.



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ABYSS

Lives at the deepest level of the Netherworld. During times of war, this high ranking demon knows only victory. His magic-imbued sickle has ended many a hero's life.

Abyss are much like the 7th Hell: Lust in regards to their rushing speed and sudden attacks. They appear mostly in the Netherworld, which is the last stage of the game.

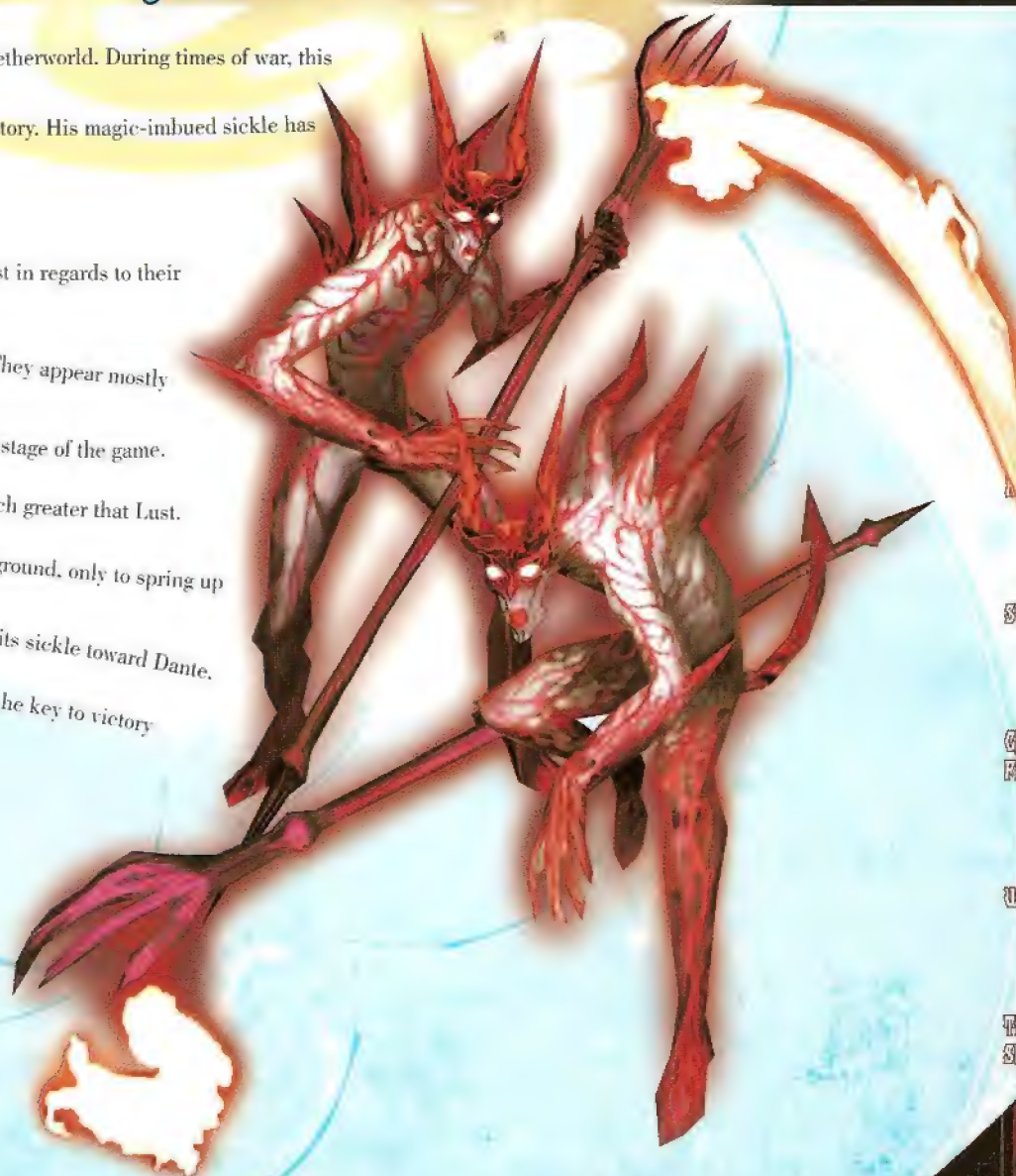
Abyss' strength and stamina are much greater than Lust.

Abyss sometimes dissolves in to the ground, only to spring up

elsewhere and fire a projectile from its sickle toward Dante.

Constantly attacking and moving is the key to victory

when fighting multiple Abyss.



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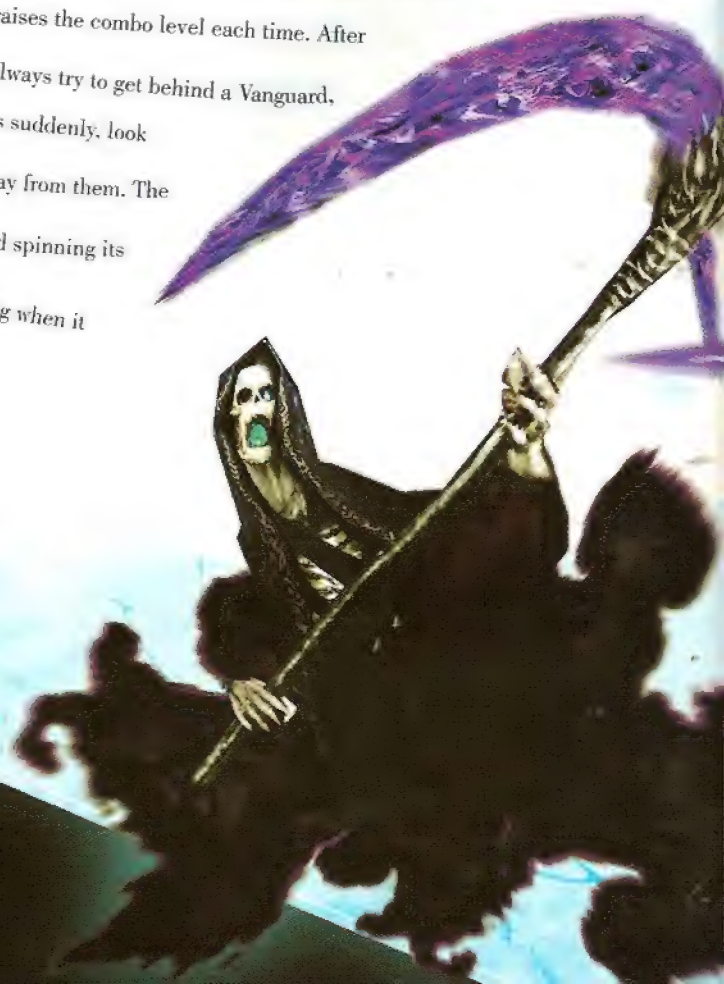


HELL VANGUARD

The god of death who manages dead souls. Even inhabitants of the Netherworld fear him for his wicked nature and fighting prowess. A deadly sand-based demon.

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A Hell Vanguard first appears as a boss enemy during Mission 2, but later becomes a frequently appearing foe. The Hell Vanguard is highly defensive from the front. However, clanging swords with a Vanguard raises the combo level each time. After clanging swords with a Vanguard, leap over its head and attack from behind. Always try to get behind a Vanguard, and attack continuously until it dies or disappears. When a Vanguard disappears suddenly, look for rippling pools of temporal distortion on the ground or in the air, and move away from them. The Vanguard suddenly springs out of the space rift, streaming toward Dante and spinning its immense scythe. Side Roll or jump out of the way, and resume attacking when it reappears standing on the ground.





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ENIGMA

Basically created from a stone statue. Given life via some unusual high level magic incantation. This six-legged demon targets foes from afar with his magical bow.

Enigmas are fairly weak enemies, yet they perch on the outskirts of enemy sets and fire projectiles at Dante. As progress is made in the game, Enigmas become tougher, fire more projectiles and starting sliding away from Dante to avoid damage. Whenever Enigmas are present, try to move close to them and take them out before dealing with other foes, so that a shower of Enigma blades does not interrupt Dante's attacks against other enemies.

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GIGAPEDE

A giant creature that made its way into the Human world through a rift in the time-space fabric. Relentlessly strikes down foes with a high voltage attack.

The Gigapede appears as a boss during the early portion of the game. Details and strategies regarding

dealing with the boss Gigapede are stipulated in the

Walkthrough chapter. Gigapedes appear other

times inside Leviathan's intestines, swiftly chasing Dante

down internal passages and threatening to gobble him

up. The best tactic is to outrun Gigapedes in Leviathan's internals. Once you reach the end of the passage, and the Gigapede is stuck behind a membrane, you can attack its mouth repeatedly until it dies to obtain a large Red Orb.



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BLOOD-GOYLE

Blood mixed with magically enchanted stone gave birth to this wretched beast. Multiplies whenever hit by close ranged attacks. Its defense mechanism is weak to modern-day weapons.

If a Devil's Arm strikes a Blood-goyle, it splits into two unique enemies. Therefore, lock-on to Blood-goyles and shoot them repeatedly until they turn to stone and drop to the ground. Attack them swiftly with Devil's Arms before they revert back to liquid form. Continue attacking their stone form until they break into little bits. Repeat this strategy for each Blood-goyle, while avoiding their spinning and swooping attacks.



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ARACHNE

Once the soul of a human female, the soul transformed when it reached the outer crust of the Netherworld. An Arachne uses her tightly spun spider webbing to ensnare her victims.

- 26 Arachnes come in two forms, a large white headed version and an even larger green-headed type that appears more rarely. Just to set the record straight, groups of Arachnes are extremely difficult to fight, even for *Devil May Cry* experts. The key is to position Dante behind them and attack with Devil's Arms. This is difficult to manage, since Arachnes can hop and turn 180 degrees to face Dante in an instant. A trickier tactic to learn is to jump just over an Arachne's head, then perform an aerial combo. But Swordmaster Style must be active to accomplish this. Arachnes try to surround Dante and bat him around with their incredibly powerful mandibles. They also extend their tail section forward and fire webbing, with which they attempt to capture and hold Dante in place so that they or another Arachne can attack him. The only way to break from this hold is to Devil Trigger. Any battle with Arachnes will be a long one, so just hang high and stick in there.



DULLAHAN

The possessed husk of a knight's suit of armor. Its adamantine shell makes it virtually impervious to frontal attack, its only weak spot being its hindquarters.

Dullhans do not go after Dante directly. Instead they move across rooms, bouncing up and down, hoping their spinning shield or extended lance might catch Dante off guard. Move behind Dullahans, jump up and strike a

Dullahan from behind. Because attacking them does not cause them to stagger or falter in their movement pattern,

you only get to attack one hit per leap. When the need arises to defeat Dullahans so that you may proceed, continue jumping up and attacking them from behind until all are gone. Otherwise, try to proceed through their area and ignore them.



SOUL EATER

Spiritual remnants of the rage of murdered demons have pooled together to create this beast. This creature paralyzes its prey before feasting upon its soul.

Soul Eaters spend most of the battle in a gaseous form that cannot be targeted or destroyed, materializing only to attack when Dante is in range. If a Soul

Eater grabs Dante, lifts him into the air and begins draining his life. Devil Trigger to break free. To defeat Soul Eaters, move toward the gaseous cloud and touch it until the creature materializes. Quickly target and shoot it with the Spiral. After just a few hits, the Soul Eater should explode in a shower of goo.



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THE FALLEN

A demon who fell from grace for lying and deceiving its victims. Her beautiful wings close to form an invincible shield. Her open belly is her only weakness.

Fallen float around a room, lashing at Dante with their holy spears.

When a Fallen throws its spear into the ground, leap away before the weapon explodes or Dante suffers heavy damage. Jump up and strike Fallen even when their wings are closed, to try to weaken their defense. When a Fallen's open belly is exposed, try to leap into the air behind it and perform an aerial combo. This is difficult since Fallen are always facing Dante, but there are moments when Fallen are summoning some kind of inner power that they

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DAMNED PAWN

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Netherworld-crafted chess pieces. The pieces themselves move of their own accord. The pawn, although weak in strength, is able to win battles with sheer numbers.

Pawns often appear as statues in rooms, coming to life only when Dante approaches closely. Strike a Damned Pawn with your hardest attacks until its twin swords turn red, indicating that it is about to strike. Jump behind the Pawn and continue attacking it from the rear until it breaks apart.

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DAMNED KNIGHT

Netherworld-crafted chess pieces. The pieces themselves move of their own accord. The knight has great mobility and jumping ability, which it uses to trample enemies.

Damned Knights attack by lifting off and slamming into the ground. When a Knight's eye turns red and its neck curls up, it intends to strike Dante with its horned nose.

Attack Damned Knight from behind with the most powerful blows possible. Knights seem to be weak at the head, so jump toward their head and perform aerial combos to take them out more quickly.



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DAMNED BISHOP

Netherworld-crafted chess pieces. The pieces themselves move of their own accord. The bishop uses its fearsome magic power in the form of a magic arrow to snipe foes.

Bishops begin to evoke spells when four fiery orbs begin to circle the statue. Dante might take damage if he approaches too close even during the invocation period. A Bishop's attack fires a bolt of flame toward Dante, but it is easily avoided by moving or jumping out of the way. Strike Bishops between spell castings to destroy them. Try to eliminate Bishops first, even if Knights interfere.



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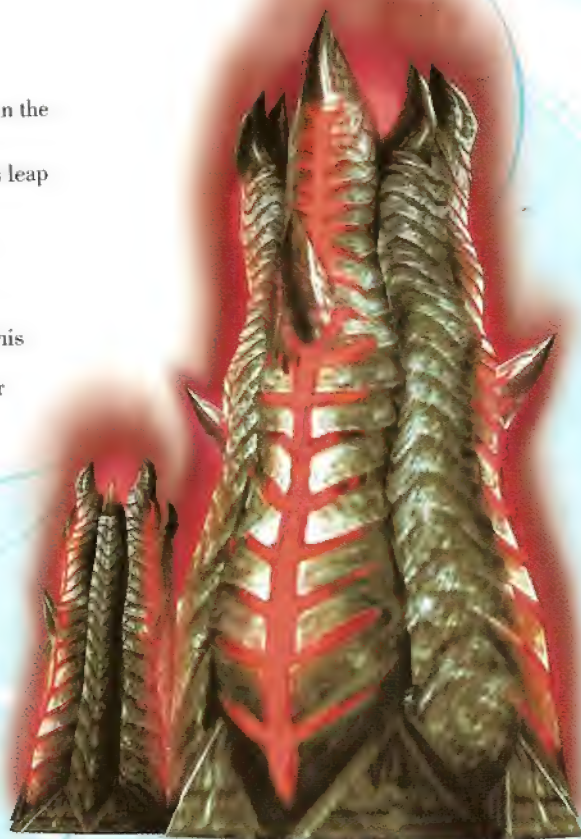
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DAMNED ROOK

Netherworld-crafted chess pieces. The pieces themselves move of their own accord. The rook, in addition to having high attack power, can produce other chess pieces.

Rooks are somewhat like the Greeds of the chess piece demons.

They should be eliminated first above all others when they appear in the room, to reduce the total number of chess pieces appearing. Rooks leap from position to position. While Dante might take damage if he is too close when a Rook lands, the Rook does not target Dante with this attack. In its pattern of movement, the Rook moves, spreads its four towers open, then fires laser beams in four directions. Strike the Rook between its laser attacks with your most powerful blows.



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DAMNED QUEEN

Netherworld-crafted chess pieces. The pieces themselves move of their own accord. The queen has both great mobility and power. She is regarded as the strongest piece.

34 The Damned Queen appears only in the Netherworld, on the demon chessboard. She attacks by shooting across the board, striking Dante if he gets in the way. A purple line appears when the queen is about to move, giving a small warning of imminent attack. Although the Damned King is the main target on the chessboard, the Queen is best attacked from behind, between her moves.



DAMNED KING

Netherworld-crafted chess pieces. The pieces themselves move of their own accord. The king, and rightly so, controls all other pieces. Defeat him and the others will fall.

The Damned King appears only in the Netherworld, on the demon chessboard. Once he begins to move around the board, he does not revert to an invulnerable state. The King can be struck once before a Rook instantaneously switches places with the King. To end the chess game more quickly, follow the King around the board and strike it whenever possible. The King sometimes reveals a glowing red orb, then emits a devastating area attack. Avoid this attack and continue striking the King, in spite of the Rooks' best efforts.

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DEVIL'S ARMS AND ACTIONS

Firearms may be cool to play with, but to bring down the forces of Hell one must employ the powers of the Devils. The Devil's Arms are melee weapons that Dante can use to evoke demonic magic and destroy the demon hordes. The Devil's Arms inflict much greater damage to enemies than guns.

With the exception of Dante's default weapon, Rebellion, all Devil's Arms are obtained by defeating boss enemies during the course of the game. Up to two Devil's Arms can be equipped during a mission. Press **△** to switch Devil's Arms instantly, even while leaping mid-air.

Collect Red Orbs dropped by defeated enemies and use them to purchase new actions for Devil's Arms, thus enabling new moves for combo attacks.

REBELLION

Rebellion is Dante's default Devil's Arm in the game, a keepsake sword given to him by his father, Sparda. Although Rebellion is a magic blade, its true power has not yet fully awakened. During the course of the story, this sword changes to become more powerful.

REBELLION: SHOP LIST

ACTION	RED ORBS
Stinger	2500
Stinger: Level 2	10,000
Drive	10,000
Air Ride	20,000

REBELLION COMBO I



Press **△** three times to perform a triple-slash combo on a single foe.

REBELLION COMBO II



Press **△**, pause, **△**, **△**. Dante spins Rebellion around his torso as he advances, slashing all nearby enemies before unleashing the force of momentum gathered on the targeted foe.

HELM BREAKER



Jump into the air and press **△**. Dante brings his sword down through an enemy's head from mid-air, with devastating attack power. This move can be performed on enemies on the ground or in the air.

STINGER

2500
ORBS



Hold **□**, move the Left Analog Stick toward the targeted enemy and press **△**. Dante lunges forward and spears the enemy. This move is a great way to approach enemies swiftly and knock them off balance, so that other attacks may follow.

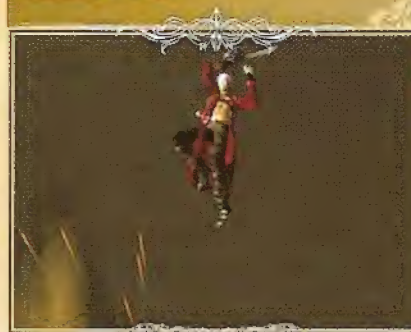
STINGER: LEVEL 2

10,000
ORBS



Hold **□**, move the Left Analog Stick toward the targeted enemy and press **△**. Dante lunges across greater distances and impales an enemy with greater force than the lower level Stinger action.

HIGH TIME



Hold **□**, move the Left Analog stick away from the targeted enemy and press **△**. Dante bashes an enemy into the sky. At this point, press **×** rapidly to keep an enemy suspended while pumping them full of lead. Also, try holding **△** at the end of the move to make Dante rise into the air alongside his enemy. From there, you can slash up the enemy in mid-air or bash them to the ground with a Helm Breaker.

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MILLION STAB



Perform a Rebellion Combo II. Immediately after Dante swings the sword around his torso, starting tapping **△** rapidly to begin a Million Stab. Dante stabs the enemy so many times so quickly that it seems like a million swords emanate from his hand. This move can also be performed by tapping **△** during a Stinger attack.

DRIVE

10,000
ORBS



At medium range from a foe, hold **△** to charge Rebellion, then release the button to send an air blade across the ground toward the foe Dante is facing.

AIR HIKE

20,000
ORBS



Press **×** after jumping. Dante uses dark power to create a circular platform under his feet, from which he leaps higher into the air.

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CERBERUS

The three headed hellhound that guards the entrance of Temen-ni-gru becomes a three-bar nunchuck set that Dante whips around with great speed. Cerberus inflicts ice damage, and certain attacks are capable of freezing enemies in place. However, it has a more limited attack range than Rebellion, and its combination attacks take a little more button skill to trigger.

CERBERUS: SHOP LIST

ACTION	RED ORBS
Revolver: Level 2	15,000
Windmill	7500

CERBERUS COMBO I



Press **△** five times to perform a combo that strikes enemies in front of Dante and directly behind him as he advances forward across the floor.

CERBERUS COMBO II



Press **△** twice, pause, then press it twice again. Dante advances forward, knocking all surrounding enemies away. Then he strikes the target foe with a devastating windmill attack.

SWING



Jump into the air and press **△**. Dante flips over, slamming any foes in the air with the nunchucks.

REVOLVER



Hold **□**, move the Left Analog Stick toward the targeted enemy and press **△**. Dante lunges forward and spears the enemy. This move is a great way to approach enemies swiftly and knock them off balance, so that other attacks may follow.

REVOLVER: LEVEL 2

15,000
ORBS



At medium range from a foe, hold **△** to charge Rebellion, then release the button to send an air blade across the ground toward the foe Dante is facing.

WINDMILL

7500
ORBS



Hold **□**, move the Left Analog Stick away from the targeted enemy and press **△**. Dante leans forward and spins the nunchucks inside of an enemy's bones. This is a great action for finishing off an enemy at the end of a combo.

SATELLITE

Perform a Cerberus Combo II, then rapidly tap **△** during the last move to continue. Dante spins the nunchucks all around his torso, damaging all enemies in a short range around him.

AGNI & RUDRA

These twin swords stand as guardians to prevent the unworthy from passing onward to the Three Trial of Temen-ni-gru. One is a sword of fire, the other a blade of wind. When wielding them together, Dante becomes capable of some incredibly fast and deadly attacks.

AGNI & RUDRA: SHOP LIST

ACTION	RED ORBS
Jet-Stream: Level 2	10,000
Jet-Stream: Level 3	15,000
Whirlwind	7500
Air Bike	20,000

A&R COMBO I



Press **△** continuously five times to execute a full combination attack with Agni & Rudra. Dante slashes in circular patterns while propelling himself forward across the ground. His attacks strike enemies all around him. When locked-on to an enemy, Dante follows them as they stagger or move.

A&R COMBO II



Press **△**, pause, then press it again twice. Dante performs a series of concentrated slashes and piercing thrusts against the enemy he is targeting.

A&R COMBO III



Press **△**, pause, press **△**, pause, press **△**. Dante slashes an enemy a few times, then unleashes a rapid series of slices and tops it all off with a powerful kick.

AERIAL CROSS



Jump into the air, then press **△**. Dante swings both swords in an X-slash attack while mid-air. This move is effective for bashing airborne and jumping enemies out of the sky.

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JET-STREAM



Hold **□**, move the Left Analog Stick toward an enemy, and press **△**. Dante sprints toward the foe and delivers two quick and powerful chops upon arrival. This is a great move for attacking an enemy standing at medium range.

JET-STREAM: LEVEL 2



10,000
ORBS

Hold **□**, move the Left Analog Stick toward an enemy, and press **△**. Dante sprints toward the foe and strikes them four times. Enemies surrounding the target foe might also suffer damage if hit.

JET-STREAM: LEVEL 3



15,000
ORBS

Hold **□**, move the Left Analog Stick toward an enemy, and press **△**. Dante runs up to the target foe, slashes them four times, then finishes with a devastating wind and fire X-slash attack.

WHIRLWIND



7500
ORBS

Hold **□**, move the Left Analog Stick away from the direction Dante faces and press **△**. Dante connects the sword hilts, spins and slashes upward through enemies, releasing flames and air blades.

MILLION SLASH



Perform an A&R Combo III, then start tapping **△** rapidly just before Dante performs the usual final kick of the combo. Dante finishes instead by slashing an opponent six thousand ways from Sunday.

AIR HIKE



20,000
ORBS

Press **×** after jumping. Dante uses dark power to create a circular platform under his feet, from which he leaps higher into the air.



NEVAN

Nevan is the vampiric demon goddess of the underworld, who lures the souls of men into her opera house of the damned with her haunting voice. When Dante defeats her, she becomes a guitar axe of devastating power. Although one of the most unconventional weapons in videogame history, Nevan is an extremely effective demon slaying tool once a player becomes accustomed to its use.

REUND: SHOP LIST

ACTION	RED ORBS
Reverb Shock	7500
Reverb Shock: Level 2	15,000
Bat Rift: Level 2	10,000
Air Raid	20,000
Volume Up	20,000

TUNE-UP



Press **△** while standing still on the ground. Dante swings the guitar in a small semi-circle, striking opponents for small amounts of damage. This basic attack is the initial move of many of Nevan's combo attacks.

NEVAN COMBO I



Perform Tune-up, then press **△** again without touching the Left Analog Stick. Dante releases a swarm of bats surrounded with electric demonic energy.

NEVAN COMBO II



Perform Tune-up, then move the Left Analog Stick to the left briefly and press **△**. Dante strums the guitar repeatedly, then releases several bat swarms at a foe.

JAM SESSION



Perform Tune-up, then a Nevan Combo II. As Dante executes the second move, tap **△** repeatedly to start a Jam Session. Dante slides across stage on his knees, strumming the guitar furiously. He creates a large swarm of bats that attack all enemies in the surrounding area.

NEVAN COMBO III



Perform Tune-up, then move the Left Analog Stick to the right briefly and press **△**. Lightning strikes the enemy Dante is facing.

AIR PLAY



Jump into the air and press **△**. Dante summons three small swarms of bats, which fly towards an enemy even after Dante returns to earth.

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REVERB SHOCK

7500
ORBS

Hold **[L]**, move the Left Analog Stick toward the targeted enemy and press **[A]**. Dante slides across the ground and bashes the enemy with his guitar.

REVERB SHOCK: LEVEL 2

15,000
ORBS

Hold **[L]**, move the Left Analog Stick toward the targeted enemy and press **[A]**. Dante slides further across the ground and bashes the enemy with his guitar with greater damaging power.

BAT RIFT

Hold **[L]**, move the Left Analog Stick away from the targeted enemy and press **[A]**. Dante slashes upward through an enemy, knocking them into the air.

BAT RIFT: LEVEL 2

10,000
ORBS

Hold **[L]**, move the Left Analog Stick away from the targeted enemy and hold down the **[A]** button. Dante knocks an enemy into the air, then summons small swarms of bats that home in on the enemy as they fall.

AIR RAID

20,000
ORBS

In Devil Trigger state, jump into the air, then press **[L]** + **[X]** to begin flying above enemies for a limited time.

THUNDER BOLT

While performing Air Raid, press **[X]** to strike enemies on the ground with lightning bolts.

VORTEX



While performing Air Raid, press **[A]**. Dante spirals toward an enemy, spearing them with his entire body.

VOLUME UP

20,000
ORBS

Purchasing this option before or during a mission decreases the amount of guitar strumming required to summon bats, in moves such as Nevan Combo I, Nevan Combo II, Jam Session and Air Play.

BEOWULF

These gauntlets and greaves use the heavenly power of flash to strike down demonic enemies with holy retribution. Although extremely powerful, the Beowulf set requires that Dante get up close and personal with his target. However, the punches and kicks he can deliver with this set leave even the toughest enemies reeling!

BEOWULF: SHOP LIST

ACTION	RED ORBS
Straight: Level 2	10,000
Beast Uppercut	7500
Rising Dragon	15,000
Air Hike	20,000

BEOWULF COMBO I



Press **△** three times. Dante punches with each fist, then kicks an enemy into the air.

BEOWULF COMBO II



Press **△** twice, pause, then twice more. Dante punches twice, launches a series of rapid side kicks, then does a standing split and kicks the enemy to the ground with his heel.

KILLER BEE



Jump into the air and press **△**. Dante pauses mid-air, then flies diagonally downward at a foe with a slice kick.

STRAIGHT



Hold **□**, move the Left Analog Stick toward an enemy and press **△**. Dante flies at an enemy to deliver a devastating punch.

STRAIGHT: LEVEL 2

10,000
ORBS



Hold **□**, move the Left Analog Stick toward an enemy and press **△**. Dante travels a greater distance and delivers a much more staggering blow.

BEAST UPPERCUT

7500
ORBS



Hold **□**, move the Left Analog Stick away from an enemy and press **△**. Dante lunges forward and knocks an enemy up into the air with a savage uppercut.

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RISING DRAGON

15,000

ORBS



AIR HIKE

20,000

ORBS



Hold **□**, move the Left Analog Stick away from an enemy and press **△**. Beast Uppercut is required before this action becomes available to purchase. This move is like the Beast Uppercut, except Dante rises into the air alongside the target foe. This enables him to continue attacking more easily with other moves.

HYPER FIST

Perform a Beowulf Combo II, then repeatedly tap **△** upon finishing to perform Hyper Fist. Dante fires off a cannonade of super punches at a foe, virtually beating them out of existence.

Press **×** after jumping. Dante uses dark power to create a circular platform under his feet, from which he leaps higher into the air.



GUNS

Although firearms are weapons of the Human world, and inflict less damage to unearthly demon kind, Dante carries them into battle to aid in defeating demons. While guns alone cannot possibly kill the hordes of demons Dante encounters, firearms still help to hold enemies in place and to prolong combo attacks. Guns can be upgraded to increase firepower and rate of fire. Most firearms have a simple attack and an unlimited supply of ammo. When Gunslinger Style is activated, Dante becomes able to perform stylized attacks with guns, depend upon which is equipped. Dante can carry up to two guns at once during a mission, and the gun held can be switched on the fly by pressing **[Q]**.

EBONY & IVORY

Dante's personally designed handguns made for rapid-fire action. Press **[Q]** to fire, and tap **[Q]** rapidly to fire a constant stream of bullets two-handed style, one gun after another.

After knocking an enemy into the air, Dante can hold it in the air and "bullet juggle" it by constantly firing until the enemy disintegrates. When Gunslinger Style is active, Dante can fire these guns in two directions at once or jump into the air and rain down a barrage of bullets from above. Because of their ease of fire at a rapid rate, Ebony & Ivory are recommended weapons for each and every mission.

UPGRADE	RED ORBS
Level 1	0
Level 2	5000
Level 3	10,000

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SHOTGUN

A sawed-off, hunting shotgun that is very powerful at close range, and usable on the ground or in the air. Press  to fire a blast at the closest enemy. Dante must break the barrel and reload between each attack, meaning this weapon has a lower rate of fire than Ebony & Ivory. However, when used at close range, Dante is able to blow away enemies physically, knocking them off platforms or just far enough away to give Dante some breathing room. When fired from a distance, the Shotgun causes minor damage to all enemies caught in the cone-shaped blast emitted by the gun. However, the blast force is not enough

to cause enemies to stagger backward. When Gunslinger Style is selected, Dante becomes capable of some rapid-fire attacks with the Shotgun. As Gunslinger Style rises in level, Dante becomes able to perform devastating Stinger-type attacks against foes, in which he slams the Shotgun into an enemy's torso and unloads at point blank range. A versatile weapon and a powerful one, when used at close range.

UPGRADE

RED ORBS

Level 1

0

Level 2

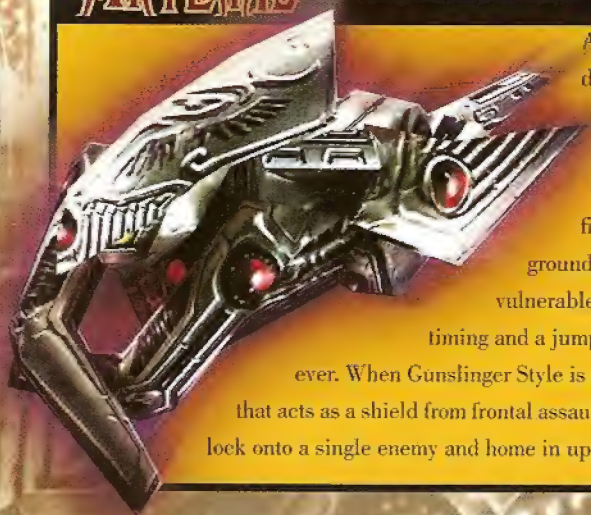
10,000



Level 3

20,000



ARTEMIS



A gun of the demon world that discharges arrows imbued with demon energy. Press and hold  to charge a shot, and release  to fire. Artemis can only be fired while Dante stands on the ground, thus rendering him slightly vulnerable to attack. However, with good

timing and a jump or Side Roll between each shot, Dante should be just as elusive as ever. When Gunslinger Style is active, Dante can concentrate Artemis' demon energy into large ball that acts as a shield from frontal assaults. He can also charge the weapon to generate multiple missiles that lock onto a single enemy and home in upon them.

UPGRADE

RED ORBS

Level 1

0

Level 2

10,000

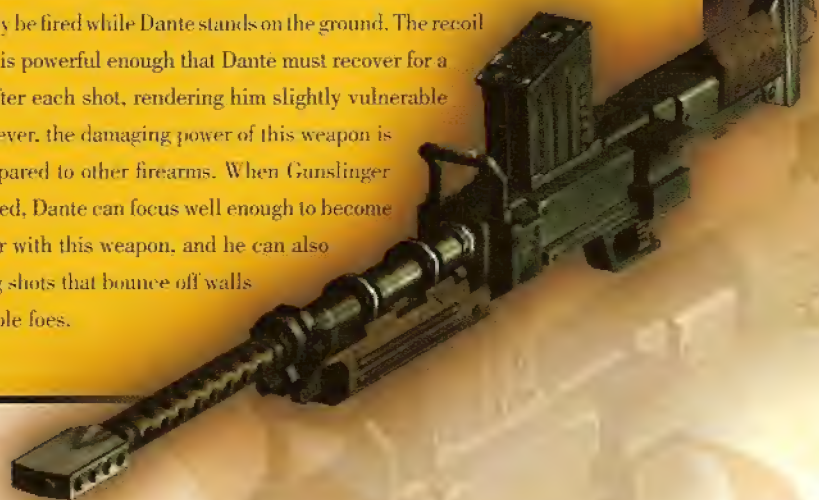
Level 3

20,000

SPIRAL

UPGRADE	RED ORBS
Level 1	0
Level 2	7500
Level 3	15,000

A large rifle that fires high penetration-type bullets, this powerful weapon can only be fired while Dante stands on the ground. The recoil of this weapon is powerful enough that Dante must recover for a brief instant after each shot, rendering him slightly vulnerable to attack. However, the damaging power of this weapon is enormous compared to other firearms. When Gunslinger Style is equipped, Dante can focus well enough to become a deadly sniper with this weapon, and he can also fire ricocheting shots that bounce off walls to strike multiple foes.



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Kalina Ann

UPGRADE	RED ORBS
Level 1	0
Level 2	5000
Level 3	10,000

A rocket launcher with Lady's mother's name etched into the handle. The Kalina Ann can only be fired while Dante stands on the ground. The recoil of this weapon is harsh, requiring a moment after each volley for Dante to recover. Therefore, this weapon renders Dante slightly vulnerable to attack. However, the missiles it fires explode on contact with targets or walls, damaging all enemies within the blast radius. When Gunslinger Style is active, Dante can use the cabled

bayonet to harpoon enemies and drag them closer, for quick disposal by Devil's Arms. The Kalina Ann can also fire a salvo of homing rockets, which target and go after one or more enemies and create a chain of explosions. An amazingly powerful weapon.



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ITEMS AND KEY ITEMS

This chapter contains a catalog of items found as well as rejuvenating supplies available for purchase during the course of the game.

A magic red stone of crystallized demon blood. Red Orbs are most often obtained by defeating enemies. They can also be found by smashing furniture, or they may fall out of thin air when Dante lands on certain hard-to-reach surfaces. Sometimes Red Orbs are scattered around an area, waiting for Dante to collect them. If a Red Orb can be found rather than culled from an enemy carcass, the location is marked on the maps provided in this guidebook in the Walkthrough.

Spend Red Orbs to upgrade the firepower of weapons and to purchase new actions for Devil's Arms. Items such as Vital Stars and Devil Stars can also be purchased with Red Orbs. The number of Red Orbs collected during a mission is a criterion for ranking.



RED ORB

A magic green stone of crystallized demon essence. When Dante absorbs a Green Orb, his life is restored. Defeated enemies sometimes drop Green Orbs, but only if Dante's life gauge is partially empty and the combo meter is a high level when the enemy dies. Green Orbs are sometimes found on the map, and sometimes breaking environmental objects reveals them.



GREEN ORB



A magic white stone of crystallized devilsprite. When Dante absorbs a White Orb, power is replenished in the Devil Trigger gauge. White Orbs are located in rare spots on the map.



WHITE ORB

A fragment of crystallized life force. Four of these combine to form one Blue Orb. Blue Orb Fragments are found on the map occasionally. However, they are usually obtained by performing great feats of skill, such as completing a Secret Mission or breaking a Combo Adjudicator statue by raising the combo level high enough. Once all of the Blue Orb Fragments available in the game have been found, the only way to increase life is to purchase Blue Orbs through the shop menu.



BLUE ORB
FRAGMENT



BLUE ORB

A magic blue stone of crystallized life power. It boosts one's maximum life. Each Blue Orb extends Dante's life meter by one segment, allowing him to sustain more damage before dying. Blue Orbs can be obtained by collecting four Blue Orb Fragments. Spend Red Orbs in the shop menu to purchase Blue Orbs. Each Blue Orb purchased costs more than the last.

PRICE (RED ORBS)

1ST**2ND****3RD****4TH****5TH****6TH**

5,000

10,000

15,000

20,000

30,000

50,000

Orbs are most often found when dropped by defeated enemies. They are sometimes uncovered by smashing furniture or objects, and sometimes they float high up in a room, just out of sight. When Dante moves near orbs, they naturally gravitate toward him. If Dante does not absorb orbs soon after a defeated enemy releases them, the orbs may disappear. Any orb with a Red Orb Price can be purchased from the shop menu. Each orb purchased costs more than the last.



PURPLE ORB

Purple Orbs can only be purchased through the shop menu. Each Purple Orb extends Dante's Devil Trigger gauge by one segment. The longer the Devil Trigger gauge extends, the longer Dante can remain in Devil Trigger mode.

PRICE (RED ORBS)

1ST**2ND****3RD****4TH****5TH****6TH****7TH**

3,000

5,000

7,000

9,000

10,000

20,000

30,000



YELLOW ORB

Yellow Orbs allow Dante to continue if killed during a mission, without having to restart the mission from the beginning. Yellow Orbs are sometimes found on the map, and they can also be purchased from the shop menu by spending Red Orbs. Only three Yellow Orbs can be purchased during the course of an entire game.

PRICE (RED ORBS)

1ST**2ND****3RD**

10,000

15,000

20,000

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VITAL STAR S

A spiritual stone made using alchemy. A Vital Star S restores a small amount of life. Vital Star S can be found in some locations or purchased through the shop menu.

PRICE (RED ORBS)

1 ST	2 ND	3 RD	4 TH	5 TH	6 TH	7 TH
500	750	1200	1800	2500	3500	5000



VITAL STAR L

A spiritual stone made using alchemy. Restores a large amount of life. Vital Star L can be found in a few places or purchased through the shop menu.

PRICE (RED ORBS)

1 ST	2 ND	3 RD	4 TH	5 TH	6 TH
2000	3000	4500	6000	7500	10,000

ITEMS



DEVIL STAR

A spiritual stone made using alchemy that restores a large amount of magic power. Devil Stars can be found at certain locations, or purchased through the shop menu.

PRICE (RED ORBS)

1 ST	2 ND	3 RD	4 TH	5 TH
3000	5000	7000	9000	10,000

Items can be used during the game to recover health, recharge Devil Trigger power, or to wipe out enemies in a radius around Dante. Items are found in some locations, and they can also be purchased from the shop menu. The player can only purchase a set number of items during the course of a game and then no more. Each item purchased costs more than the last. To use an item during the game, press the Up Directional Button to access the Quick Item Menu.



HOLY WATER

Fends off demons and severely damages enemies. It's found in rare locations, or purchased through the shop menu. Reserve these for use in extreme crisis situations.

PRICE (RED ORBS)

1 ST	2 ND	3 RD	4 TH	5 TH
10,000	15,000	20,000	25,000	30,000



AMULET

A keepsake amulet from Dante's birth-mother. It possesses mysterious power.

Where Found

Dante carries this keepsake at all times.



ASTRONOMICAL BOARD

Model of an ancient weapon used to control lightning. This is merely an ornament.

Where Found

Incandescent Space, in the section behind the bars.

Where Used

Chamber of Echoes, the clock mechanism at the top of the area.



VAJURA

Model of an ancient weapon used to control lightning. This is merely an ornament.

Where Found

Chamber of Echoes, in the area sealed in by stone walls. Requires the Astronomical Board be put in place.

Where Used

Living Statue Room, inserted into the winch on the second level. Raises the steel cage surrounding the Soul of Steel.



SOUL OF STEEL

The essence of a powerful and fearless soul. Its possessor need not fear Hell nor oblivion.

Where Found

Living Statue Room, under the cage. Requires usage of the Vajura.

Where Used

Endless Infernum, allows Dante to walk across the chasm without falling to the level below.

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The fighting spirit of the ancient ones. Offer this to the goddess to open a new path.

Where Found

Trial of the Warrior, defeat all of the near-invincible enemies by activating the two striking dials simultaneously.

Where Used

Mute Goddess' Chamber, one of three objects set in to the central statue to unseal the east door and obtain Artemis.



**ESSENCE OF
FIGHTING**

Masterful techniques of the ancient ones. Offer this to the goddess to open a new path.

Where Found

Trial of Skill, move through the chamber of skewers to the end.

Where Used

Mute Goddess' Chamber, one of three objects set in to the central statue to unseal the east door and obtain Artemis.



**ESSENCE OF
TECHNIQUE**

Impalpable knowledge of the ancient ones. Offer this to the goddess to open a new path.

Where Found

Trial of Wisdom, go through the doors marked with four red stones, then the one with two red stones, then the one with three red stones.

Where Used

Mute Goddess' Chamber, one of three object set in to the central statue to unseal the east door and obtain Artemis.



**ESSENCE OF
INTELLIGENCE**



ORIHALCON FRAGMENT

A piece of Orihalcon which grants amazing power. They say it was used as an energy source.

Where Found

The Divine Library, on the ground under a Damned Pawn.

Where Used

Lift Room, set into the machinery at the top of the room to power the lift.



SIREN'S SHRIEK

The sorrowful shriek of the siren. Calms even the most ferocious of flames.

Where Found

Tranquil Souls Room, defeat all of the enemies and the object falls onto the altar.

Where Used

Chamber of Echoes, removes the Flame seal from the lowest door in the area.



CRYSTAL SKULL

An eerie sculpture made of magic crystal. It seems to be a piece of a larger creation.

Where Found

Cursed Skull Chamber, lower and smash the large ball.

Where Used

Skull Spire, unseals the door at the end of the corridor.

Souls of those sent to hell for various sins. They are Leviathan's energy source.

Where Found

Leviathan's Retina. Kill enemies in the chamber until the central device absorbs enough souls to create the object.

Where Used

Heartcore Chamber, removes the membrane protecting the Heart of Leviathan.



IGNIS FATUUS

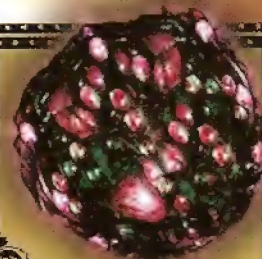
Fruit that mankind is forbidden to even touch. It is said to unlock the door to paradise.

Where Found

Provisions Storeroom (2nd).

Where Used

Limestone Cavern, unseals the door to the Sunken Opera House.



AMBROSIA

A mask of magic stone made by an ancient priest. It is said he who dons it can part rivers.

Where Found

Limestone Cavern, the ledge outside the Sunken Opera House.

Where Used

Subterranean Lake, raises the bridge connecting to the central platform.



STONE MASK



NEO-GENERATOR

A magic artifact able to supply power for an eternity. It is used to power the main bridge.

Where Found

Subterranean Lake, central platform, requires placement of Stone Mask.

Where Used

Rotating Bridge room, one of two generators that rotates the bridges to allow access to new areas of the Forbidden Land.



HAYWIRE NEO-GENERATOR

He who holds this broken device is irradiated and their soul is drained in exchange for power.

Where Found

Torture Chamber, after the Beowulf boss fight.

Where Used

Rotating Bridge room, one of two generators that rotates the bridges to allow access to new areas of the Forbidden Land.



ORIHALCON

A perfectly formed piece of Orihalcon. Said to open the door to the Lair of Judgement.

Where Found

Vestibule, in the side passage, after solving the light crystal puzzle.

Where Used

Obsidian Path, unlocks the door to the Lair of Judgement.

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SECRETS

A mysterious stone used as a power source. It is one fragment that must be made whole to use.

Where Found Altar of Evil Pathway, post-transformation.

Where Used One of three fragments required to use the lift in the Devilsprout Lift room.



**ORIHALCON
FRAGMENT**

A mysterious stone used as a power source. It is one fragment that must be made whole to use.

Where Found Provisions Storeroom, (2nd).

Where Used One of three fragments required to use the lift in the Devilsprout Lift room.



**ORIHALCON
FRAGMENT**

A mysterious stone used as a power source. It is one fragment that must be made whole to use.

Where Found Top Subterranean

Where Used One of three fragments required to use the lift in the Devilsprout Lift room.



**ORIHALCON
FRAGMENT**



GOLDEN SUN

A sculpture etched in the shape of a golden sun. It contrasts the onyx moonshard sculpture.

Where Found

Waking Sun Chamber, in the area revealed after destroying the giant hanging ball.

Where Used

One of two items required to unseal the south door in the Sun & Moon Chamber.



ONYX MOONSHARD

A sculpture etched in the shape of an onyx moon. It contrasts the golden sun sculpture.

Where Found

Chamber of Sins, post-transformation. Must lower the two giant balls and force them to collide to obtain the item.

Where Used

One of two items required to unseal the south door in the Sun & Moon Chamber.



SAMSARA

Sculpture symbolizing the time-space continuum. Used to restore order to time-space rifts.

Where Found

Infinity Nirvana, must defeat the enemies before the time in the central hourglass runs out.

Where Used

Nirvana of Illusions, set upon the golden goddess statue.

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STYLES

Dante knows and learns various fighting Styles that enable special moves. At the start of the game, Dante knows four different Styles, and he eventually learns two more in the course of the game. Most Style-enabled moves are tied to **○**. Before each mission, the player has the opportunity to change Dante's Style, thus changing the function of **○**. While it sounds complex, it boils down to determining what Dante will do when **○** is pressed. This chapter includes all the information a player needs to know about Dante's various Styles and the moves they enable.

CHANGING STYLE

Enter the Customize screen to change Dante's Style before missions. The recommended starting Style listed at the opening of each mission walkthrough is merely advice, based on the type of challenges that occur during the mission. Swordmaster Style is suggested often, since this style helps to more easily break apart the War God statues and obtain the Blue Orb Fragments they hold.

To change Style in the course of a mission, examine a God of Time statue. Several God of Time statues are located throughout the game's stages. Refer to the maps in this guidebook to help you find the nearest God of Time statue.

In the Style change menu, move the cursor to the Style you wish to select, and press the **✕** button. The Style insignia

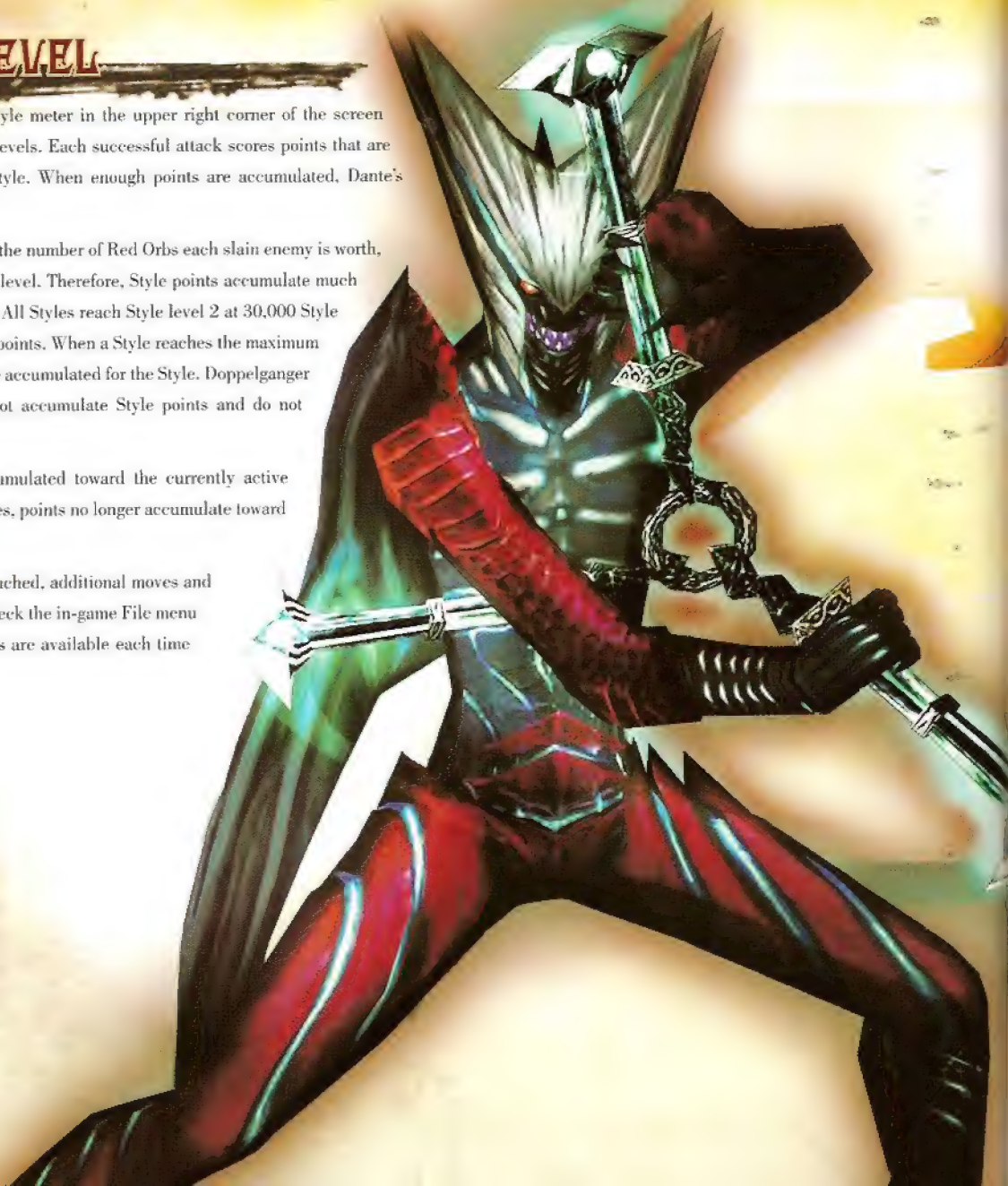
STYLE LEVEL

By attacking enemies, the Style meter in the upper right corner of the screen appears, and rises to higher levels. Each successful attack scores points that are applied to Dante's current Style. When enough points are accumulated, Dante's Style level goes up.


Points are acquired based on the number of Red Orbs each slain enemy is worth, and multiplied by the combo level. Therefore, Style points accumulate much more quickly than Red Orbs. All Styles reach Style level 2 at 30,000 Style points, and level 3 at 99,999 points. When a Style reaches the maximum level, no further points can be accumulated for the Style. Doppelganger and Quicksilver Styles do not accumulate Style points and do not increase in level.

Style points scored are accumulated toward the currently active Style only. If you change Styles, points no longer accumulate toward the previous Style.

When a new Style level is reached, additional moves and actions become available. Check the in-game File menu to determine what new moves are available each time Style level increases.




TRICKSTER STYLE

Trickster Style is the default Style setting. When this mode is enabled, Dante becomes able to perform evasive dodge moves, and also enables other stunts that may enable him to land on hard to reach places while jumping. Pressing  activates all Trickster Style moves.






SKY STAR

After jumping into the air, move the Left Analog Stick in any direction and press . Dante flies forward several feet. Helpful in reaching high ledges or dodging mid-air enemy attacks.




DOUBLE DASH

Press  to Dash, then press  again to Dash a second time. Moving the Left Analog Stick in a different direction just before pressing  can change the movement direction of the second dash.






DASH

Move the Left Analog Stick in any direction and press . Dante slides across the ground in the direction indicated. Useful for dodging enemy attacks and for approaching enemies to catch them off-guard.




AIR TRICK

Hold , move the Left Analog Stick toward an enemy and press . Dante "blinks" out of view, reappearing in the air right above an enemy. Then press  to couple this with an attack. Can be used to attack a foe before they are ready to guard or counter.





WALL HIKE

Face a wall, hold the Left Analog Stick toward the wall and press . Dante runs up the wall. Can also be performed after a Wall Jump to reach even higher levels, whereupon Dante can run one way or another along the wall as guided by the Left Stick.



TRIPLE DASH

Double Dash, then press  again during the second move to Dash again. Moving the Left Analog Stick in a different direction just before pressing  can change the movement direction of the third dash.

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SWORDMASTER STYLE

Swordmaster Style further enhances the capabilities of all melee weapons, such as the Devil's Arms. Pressing the **○** button enables additional moves and combos beyond the Devil's Arm's normal actions. Holding **□** and moving the Left Analog Stick just before pressing **○** specifies the type of combo performed.

The moves available are dependent upon which Devil's Arm is equipped, and the Swordmaster Style level. The Swordmaster moves are listed below by Style level and by weapon type.



Hold **□**, move the Left Analog Stick toward an enemy and press **○**. Dante throws Rebellion at an enemy like a dart, skewering them. The sword returns to Dante automatically. You may fire a gun while the sword is flying.



Hold **□**, move the Left Analog Stick away from an enemy and press **○**, then tap **○** rapidly. Done with the right timing, Dante unleashes enough attacks to obliterate most foes.



Press **○** to spin the sword in front of Dante, striking enemies rapidly. Most Lesser Demons are knocked in the air by this move, allowing Dante to follow up with aerial combos.



After executing a Dance Macabre, continue tapping the **○** button. Dante plants Rebellion in the ground and spins around it, kicking all surrounding enemies, then ends with a powerful sword swipe.



Jump into the air and press **○** repeatedly to initiate a mid-air combo, striking airborne enemies several times before they fall back to earth.



Press **○** to whirl the Cerberus nunchucks, striking enemies both directly in front of and behind Dante.


CRYSTAL

Hold , move the Left Analog Stick toward an enemy and press . Dante spins the nunchucks at ground level, sending forth a line of rising ice glaciers that damage any foe directly in front of him.

MILLION CARATS

Perform Crystal, then tap  repeatedly to create damaging ice glaciers all around Dante.

ICE AGE

Hold , move the Left Analog Stick away from the direction Dante faces and press . Dante creates a large ice igloo around himself, making him temporarily impervious to harm.

CROSSED SWORDS

Press  to slash both Agni & Rudra in an X-pattern directly in front of Dante, damaging enemies severely.

SKY DANCE

Jump into the air and press  repeatedly to initiate a mid-air combo against airborne foes.

CRAWLER

Hold , move the Left Analog Stick toward an enemy and press . Dante stabs Agni & Rudra into the ground, sending a razor sharp flame across the ground toward an enemy.

TWISTER

Hold , move the Left Stick away from an enemy and press . Dante spins Agni & Rudra over his head to create a fire tornado that damages and knocks back all enemies surrounding him.

TEMPEST

Strike an enemy with Twister, then press  repeatedly to twirl the foe into the air and simultaneously widen the fire tornado.

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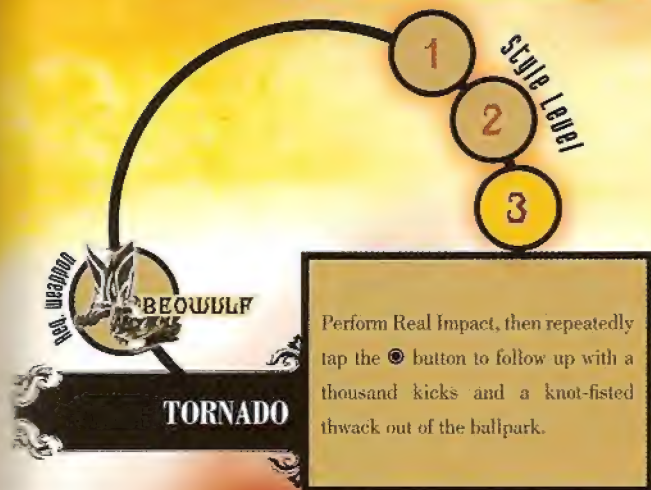
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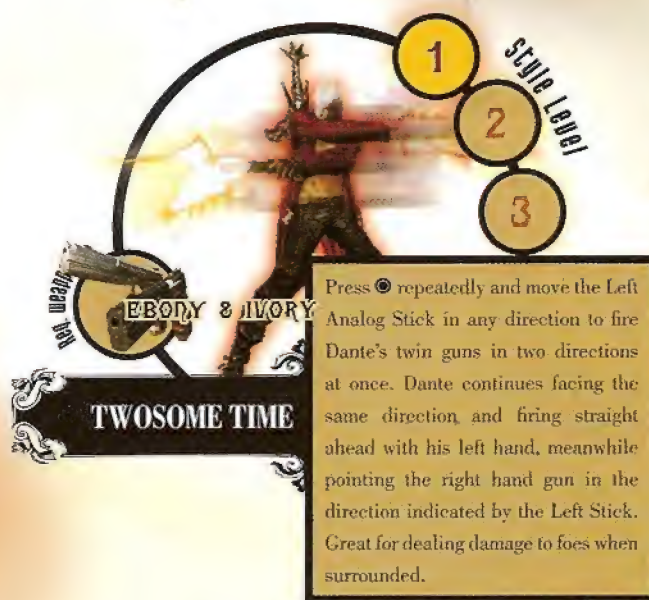
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GUNSLINGER STYLE

Gunslinger Style maximizes the potential of firearms, and enables extra attacks with each weapon beyond the standard point-and-fire action. The function of the **[O]** button changes depending on the weapon equipped, and also depends on whether **[LB]** is held and the Left Analog Stick is moved a certain direction.



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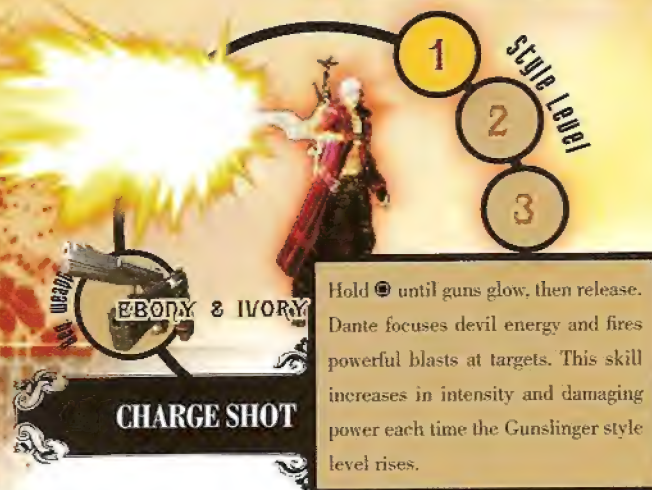
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ARTEMIS

MULTI-LOCK

While holding **[L]** to lock-on to an enemy, hold **[R]** to charge Artemis, then release to fire. Artemis releases a cloud of laser orbs which rapidly home in on the targeted enemy one-by-one. The number of orbs fired and the homing range both increase as the Gunslinger style level increases.

Style Level
1
2
3



ARTEMIS

SPHERE

Hold **[L]**, move the Left Analog Stick toward an enemy and press **[R]**. Dante creates a large orb of laser energy right in front of himself. Enemies standing too close may take several hits from this orb, depending on how near they are.

Style Level
1
2
3



ARTEMIS

ACID RAIN

Perform Sphere, then rapidly tap **[R]** to fire a series of bursts into the air which rain down on surrounding enemies with growing intensity. This action gains in power and range when Gunslinger Style reaches level 3.

Style Level
1
2
3



SPIRAL

TRICK SHOT

Press **[R]** while standing on the ground. Dante fires a shot at the ceiling that ricochets off nearby walls. This attack grows in damaging power and ricochets more often as the Gunslinger style level rises.

Style Level
1
2
3



SPIRAL

SNIPER

Hold **[L]**, move the Left Analog Stick toward an enemy and press **[R]**. Dante targets an enemy's weak spot and fires a demon-powered shot to take them out.

Style Level
1
2
3



SPIRAL

REFLECTOR

Perform Sniper, then immediately start tapping **[R]** to make the bullet ricochet off nearby surfaces. The bullet gains velocity and slams into the targeted foe for maximum damage.

Style Level
1
2
3



KALINA ANN

HYSTERIC

Press **[R]** while standing on the ground to fire off a barrage of missiles at surrounding enemies. As the Style level rises, the number of rockets and the number of targets upon which they will home in upon rises.

Style Level
1
2
3



KALINA ANN

GRAPPLE

Hold **[L]**, move the Left Analog Stick toward an enemy and press **[R]**. Dante fires the rocket launcher's bayonet into an enemy and impales them. Then he yanks on the cable, pulling the foe off their feet. The enemy lands on the ground in front of Dante, where additional punishment can be administered.

Style Level
1
2
3

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
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ROYAL GUARD



The Royal Guard Style is almost a kind of demon martial arts. Hold  to block enemy attacks, meanwhile building up a charge that can be unleashed in Release or Air Release combos. As the Royal Guard Style level rises, Dante actually becomes able to absorb attacks and use them to replenish his health meter! Royal Guard requires the most patience and skill to master of all the Styles, but pays off big time once the Style reaches level 3.

By flipping through the mission summaries, you should find that Royal Guard is not often listed. This is because it is a difficult Style to master that puts Dante in harm's way half the time. More advanced players should feel free to try Royal Guard instead of the suggested Style.


BLOCK & CHARGE

Press  while standing on the ground. Block most attacks. Each attack blocked causes Dante to build up anger, which can be unleashed in other moves. Most minor attacks can be blocked, but most attacks by boss monsters cannot be blocked.



RELEASE

After blocking several enemy attacks, hold , move the Left Analog Stick toward the enemy and press . Dante uses the amount of pent up anger and frustration he feels after blocking several attacks to blow through one or more enemies at lightning speed. The power of this attack is dependent on the number of attacks previously blocked.



AIR BLOCK

Jump into the air and press  to block an attack from an enemy. Each attack blocked causes Dante to build up anger, which can be unleashed in other moves.


AIR RELEASE

After blocking several attacks, jump into the air while holding  and moving the Left Analog Stick toward the enemy, then press . Dante shoots forward and attacks a foe using pent-up anger and resentment accumulated by blocking. The damage inflicted varies depending on the number of hits previously blocked.



ULTIMATE

Hold , move the Left Analog Stick away from the direction Dante faces and hold . Dante manifests golden shield in front of himself for approximately ten seconds. When an enemy strikes this shield, life is added to the life gauge.


QUICKSILVER STYLE

Dante learns the Quicksilver style after defeating Geryon in Mission 12. The Quicksilver Style basically changes the function of the  button so that Dante can make time seem to slow down for a short period of time.



TIME LAG

Press  + . Dante enters a hyper speed mode, making it seem as if all enemies slow down. Time Lag allows Dante to dodge an enemy attack or to launch several combo attacks before the enemy knows what hit them.

DOPPELGÄNGER STYLE

Dante obtains Doppelgänger Style after defeating the Doppelganger during Mission 17. Doppelgänger Style essentially changes the function of the  button so that Dante can create a dual image of himself.

AFTER-IMAGE

Press  + . Causes a shadow version of Dante to appear. The doppelganger mimics all attacks, doubling the amount of damage. The doppelganger consumes Devil Trigger energy until the meter is depleted, then Doppelganger mode ends. Doppelganger cannot be triggered unless there is Devil Trigger power in the Devil Trigger gauge.

JOIN A FRIEND!

If a second controller is plugged in the number 2 port on the PlayStation2 unit, press START on the controller and a second player can control Dante's doppelganger!

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GAME PLAY FLOW

This chapter focuses on every aspect of completing a Mission in *Devil May Cry 3: Dante's Awakening*. From starting a mission, to controlling the character, to basic fighting moves, to clearing a mission and finishing the game, every aspect of the game's systems are discussed in detail herein. Once the basics in this chapter are understood, expand your understanding of Dante's capabilities by studying the Styles, Devil's Arms and Actions, and Bestiary chapters also in this guidebook. Combine this information with the **Walkthrough** mission summaries contained in the next chapter and you should be well enough informed to wrack up high combo levels and finish each mission with a higher ranking.



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CONTROLS



Default Control Scheme¹

BUTTON	ACTION
Left Analog Stick	Movement
Right Analog Stick	Change camera angle (when possible)
⬇️ (press down on Left Stick)	Change Lock-on target
⬇️ (press down on Right Stick)	Return to default camera angle
Directional Pad Up	Quick Item Screen
Directional Pad Right	Quick Map Screen
Directional Pad Left	Quick File Screen
Directional Pad Down	Quick Equip Screen
▶️	Skip cinema/Open Pause Menu/ Select menu choice
SELECT	Taunt
ⓧ	Jump/Select menu choice
⓪	Shoot
Ⓢ	Style action/Check environment
ⓐ	Melee attack/Cancel
L1	Lock-on Targeting
R1	Devil Trigger
R2	Switch Devil's Arm
R3	Switch Firearm

¹ This is the control scheme referenced throughout the Walkthrough section and the rest of this guide. For ease of reference, please change control to the default scheme while following this guide.

MOVEMENT

Move the Left Analog Stick to move Dante in the direction desired. Dante moves relative to the onscreen camera view, meaning that holding the stick left moves Dante toward the left side of the screen, holding the stick up moves Dante into the background, etc. As the camera angle changes while Dante is moving, continue holding the Left Stick in the same direction and Dante stays on course. Once the Left Stick is released, the control assumes the directions of the new camera angle.



CHANGE CAMERA ANGLE

Move the Right Analog Stick to the right or left to rotate the camera slightly around Dante for a better view of the environment on his sides. This function is only available in certain rooms, and usually only when the camera is not fixed at a severe angle.

DEFAULT CAMERA ANGLE

After using the Right Analog Stick to change the camera angle, the camera might remain at the new angle depending on the room Dante occupies. Press down on the Right Analog Stick (referred to as the **Ⓢ** button) to revert to the default camera angle.

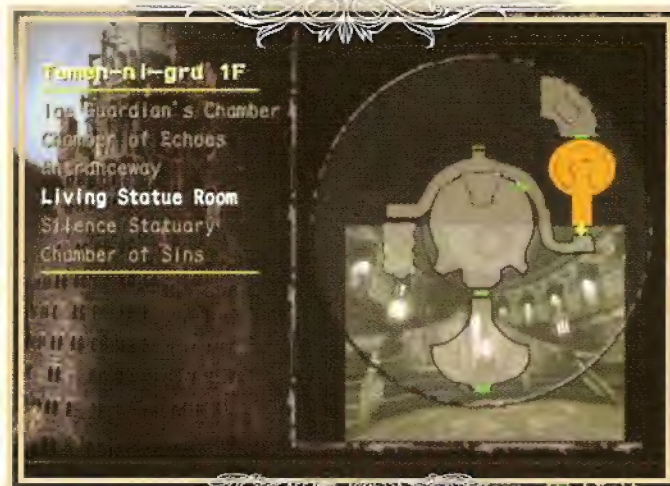
QUICK ITEM SCREEN

Press the Up Directional Button on the controller to bring up the Item screen. Choose an item from the list and press **ⓧ** to use the item. Enter the Quick Item Screen and use an item whenever Dante's health or Devil Trigger gauges are low, or if you want to use a Holy Water to heavily damage surrounding enemies.



QUICK MAP SCREEN

Press the Right Directional Button on the controller to bring up the Quick Map screen. A top-down view of the area is displayed. Dante's current location is the blinking yellow room on the map. Move the Left Analog Stick up or down to view other rooms. Press **ⓧ** to zoom in for a closer look of the area. Sometimes viewing the map may reveal nooks and alcoves where items may be hidden. Plus, it always helps to have some orientation to the stage currently being explored.



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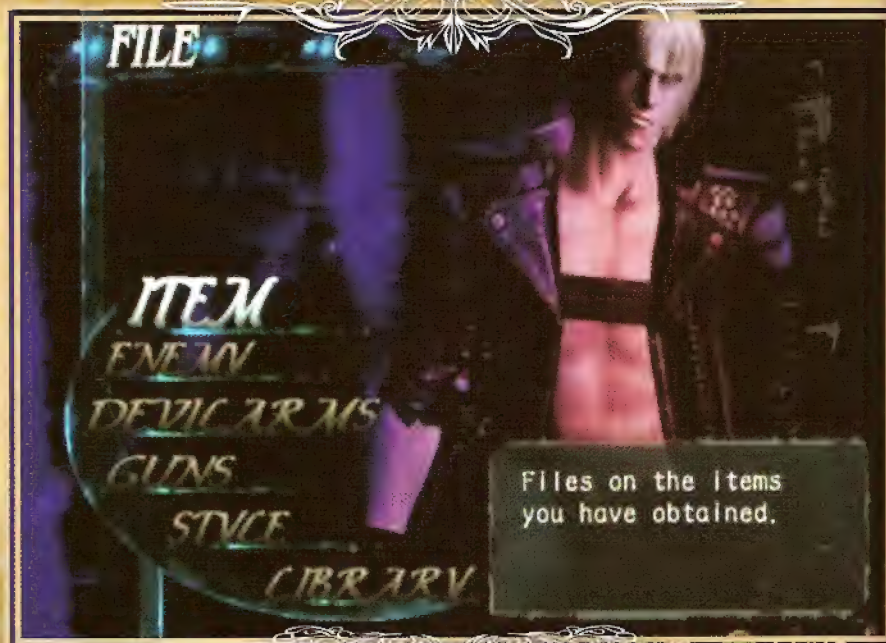
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QUICK FILE SCREEN

Press the Left Directional button on the controller to bring up the Quick File screen. In the File screen menu, you may select options in order to view descriptions of items obtained, enemies defeated, Devil's Arms actions and Style moves. Use this handy reference menu to identify enemy weaknesses and to learn the various combo attacks Dante is capable of executing against foes.



QUICK EQUIP SCREEN



Press the Down Directional button on the controller to bring up the Quick Equip screen. This screen allows you to view Dante's currently equipped guns and Devil's Arms. The number of Style points accumulated is also displayed, so that you can see how soon the next Style level shall be reached.

START BUTTON FUNCTIONS

The function of the START button changes depending on situation. Press the START button during a dialog scene to skip ahead. Press the START button during game play to open the Pause Menu, which is covered in greater detail later in this chapter. Press START while a menu is open or when Dante must make a choice during the game to select an option.



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TAUNT



Press the SELECT button during real time game play moments to perform a taunting action toward enemies. Used strategically, this move can actually draw single foes away from a pack, for easier disposal. When performed at the right time during a combo, a properly placed taunt might increase the combo meter.

JUMP



Press \times to jump into the air. Jumping is used to reach higher platforms, and also allows Dante to leap away from enemies before suffering damage from an attack. The direction of jump can be controlled even in midair by moving the Left Analog Stick. While Dante is in the air, pressing Δ , \bigcirc or \square may enable him to perform aerial attacks. If Dante is equipped with a Devil's Arm that has the Air Hike ability, double-jump to higher altitudes by pressing \times twice.

SHOOT



Press \square to shoot the equipped firearm. Each button press commands Dante to fire once. For rapid-fire shooting with Ebony & Ivory—Dante's default twin semi-automatics—tap \square rapidly.

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MELEE ATTACK



Press **△** to attack with Dante's currently equipped Devil's Arm, such as Rebellion, Cerberus, Beowulf, etc. Pressing **△** repeatedly and with proper timing allows chains of attacks to be strung together to form "combos". Press the button lightly to perform a light attack, or press **△** hard to perform a strong attack. If the Beowulf gauntlets and greaves are equipped, melee attacks can be charged to become more powerful by holding **△** before releasing the button and attacking. Strong melee attacks may also trigger the appearance of the combo meter, which is described in greater detail later in this section.

STYLE ACTION



The function of **○** changes depending on the Style equipped. Change Dante's Style prior to a mission by entering the Customize screen, or during a mission by examining a God of Time statue.



When Trickster Style is active, press **○** to perform some sort of stunt, such as dashing across the room or running up a wall. Swordmaster Style enables more actions for use with Devil's Arms. Gunslinger Style enables Dante to perform crazy attacks with his firearms. When Royal Guard Style is active, press and hold **○** to block attacks. More Styles become available as progress is made in the game.

LOCK-ON TARGETING

Hold the **□** button to lock-on to an opponent for more precise aiming and to trigger special melee attacks. When lock-on is initiated, a circular target reticle marks the nearest enemy. While holding **□**, press down on the Left Analog Stick (referred to as the **⬇️** button) to change targets to the next-closest enemy.



Lock-on is most useful when facing a lone enemy, and helps control the camera angle as well as Dante's attacks. Lock-on is also required to initiate certain Devil's Arm actions and Style attacks.

LOCK ON CROWDS

If Dante faces a group of enemies, it is best to avoid using lock-on all the time. Simply press **△** and **□** to attack the group. Dante always automatically targets and attacks the nearest enemy, regardless of direction of facing. This is the best way to handle a crowd. Press **□** occasionally to perform a special attack against the closest opponent, then release the button and follow up with other attacks on the crowd. Use special attacks to knock opponents off their feet so that they are removed from the battle for short periods of time.

DEVIL TRIGGER

During Devil Trigger, Dante's life continuously replenishes. Therefore, Devil Trigger can be used to recover lost health between battles. Dante takes a different demonic form based on the Devil's Arm equipped.

After Mission 7, Dante gains the ability to transform into his demonic form. When at least three gauges are full in the Devil Trigger meter, press **△** to transform. This action is referred to as "Devil Triggering". While Dante is in Devil Trigger Mode, press **△** again to return to normal form.



While Dante is in Devil Trigger Mode, the power in the Devil Trigger meter is consumed. When the power in the meter runs out, Dante reverts back to his normal form. In Devil Trigger Mode, Dante attacks with greater damaging power and moves with much faster speed. Most attacks do not cause him to stagger backward, although damage is still sustained.



Lost Devil Trigger power is regained by striking or being struck by enemies. Consuming a Devil Star also replenishes Devil Trigger power. However, because so few Devil Stars are available during a game, their usage should be reserved for emergency situations. Spending accumulated Red Orbs in the shop menu to purchase Purple Orbs extends the Devil Trigger meter. Each Purple Orb extends the Devil Trigger meter by one gauge.

SWITCH DEVIL'S ARM



Press **□** to switch the Devil's Arm Dante is currently using. The next time **△** is pressed, Dante uses the Devil's Arm selected. Dante's current Devil's Arm is always visible on his back, unless the Beowulf gauntlets and greaves are selected. Dante can equip up to two Devil's Arm during a mission.

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SWITCH FIREARM

Press **□** to switch the firearm Dante is currently shooting. The next time **□** is pressed, Dante fires the selected gun. Dante can equip up to two firearms during a mission.



WALL JUMP



Press **△** to jump toward a wall. At the moment Dante touches the wall, press **△**. Dante plants himself briefly on the wall, then leaps higher. The direction of the second jump can be controlled slightly by moving the Left Analog Stick in a different direction at the moment **△** is pressed for the second time. This is an important skill to master in order to reach higher platforms and ledges. Dante can Wall Jump up wall surfaces, on the side of thin ledges, and also on rounded columns.

SIDE ROLL

Hold **□** and move the Left Analog Stick to Dante's left or right, then press **△**. Dante performs a quick evasive Side Roll to the side. If an enemy tries to attack while Dante is Side Rolling, he takes no damage. However, Side Roll timing must be mastered. If you Side Roll too soon and Dante stands up during an enemy combo attack or a multi-burst explosion, he may still take damage.



EDGE BACK FLIP

When running toward the edge of a chasm, press **□** and press **△** at the moment Dante reaches the edge to perform an Edge Back flip. Dante faces away from the chasm and launches into a back flip with much greater arc than a normal jump.

INSTANT RISE

If an enemy strikes Dante and knocks him off his feet, press **△** at the moment Dante touches the floor to perform an Instant Rise. Rather than lay on the ground like a slug, vulnerable to additional attacks, Dante bounces right back up and is ready for action.

PAUSE MENU

Press **START** during real time gameplay to stop the action as well as the timer and bring up the Pause Menu. Enter the "Status" screen to view current equipment, use items, view the map or read through files concerning game elements. Choose the "Save Data" option to record current Red Orb count, Blue Orb Fragment and item obtainment and usage to a memory card inserted in the console. Choose "Quit the Mission" to return to the title screen, or "Restart the Mission" to go back to the "Mission Start" screen. Choose Options to enter the Options screen, the functions of which are detailed further on in this chapter. Some features of the Options menu cannot be changed during a mission.



Onscreen Display



1	LIFE METER	Indicates the amount of life remaining. If reduced to zero, Dante dies and the game ends.
2	DEVIL TRIGGER METER	Indicates the amount of stored power that can be used to transform into Devil Trigger Form. At least three meters must be full in order to Devil Trigger.
3	STYLE LEVEL INDICATOR	The colored gems indicate the level of the currently equipped style. The gauge indicates the number of points accumulated toward achieving the next Style Level.
4	COMBO METER	Indicates the number of hits inflicted upon enemies in rapid succession without suffering damage. The bottom meter indicates the current progress toward reaching the next-highest combo level. The combo level progress as such: "Dope!", "Crazy!", "Blast!", "Alright!", "Sweet!", "Showtime!", "Stylish!". The higher the combo level rises, the more Red Orbs and Green Orbs defeated enemies release and higher numbers of Style points are acquired.
5	TOTAL RED ORBS	The overall number of Red Orbs collected. Appears during combat, and whenever any type of orb is absorbed.
6	BOSS LIFE GAUGE	A meter representing the amount of life remaining for a unique boss opponent.

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OPTIONS MENU

The Options screen may be entered from the title menu, before starting or resuming a game. The language displayed in menus and subtitles can be displayed, or subtitles can be turned off entirely. The background music volume level can be adjusted as can the brightness level. Controller vibration can be turned on or off, and controls can be remapped to any configuration of your desire. The sound output quality can be adjusted to best suit the kind of television or home theatre system you may be using, for optimum sound quality.



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STARTING A GAME



At the title screen, move the Left Analog Stick to highlight an option and press \times to choose. When starting a new game, the tutorial option allows you to turn tutorial messages on or off. When tutorial mode is on, instructive messages appear whenever Dante performs a new action.

MISSION START

A dialog scene precedes each mission. Skip the scene if you wish by pressing START. The Mission Start screen appears next. Before starting a mission, choose the "Customize" option to change equipment, to select a different fighting Style, or to purchase useful items and weapon upgrades. Then return to the Mission Start screen and choose the "Mission Start" option to begin playing.



OBJECTIVE: SWEEP AND CLEAR

During a mission, the objective changes depending on the situation. If the room fills with enemies and red seals form over the doorways, then Dante must eliminate every last demon that appears in the room before he can continue. This is the main objective of Missions 1 and 2.



AVOID THE SEALS!

If a seal covers a doorway, then avoid standing too near the door for any length of time, even when fighting enemies. If Dante lingers near a sealed door, a giant hand reaches out and claws him! The hand causes damage and knocks Dante to the ground. Or, the blow may cause him to stagger and render him vulnerable to further enemy attacks.

OBJECTIVE: FIND THE KEY ITEM

Starting with Mission 3, the objective changes to exploration mode. Use the Left Analog Stick to guide Dante onscreen, and press \times if needed to jump to higher platforms or across gaps. Position Dante in front of areas of interest, such as control panels or doors, and press \odot to interact with the environment. A bright glimmering indicates item locations. If the item is a useful item, such as a Vital Star or Devil Star, press \odot to pick up the item. If Dante's inventory is already full of such items, he will not be able to pick up more.



However, if the item is a key item required to unlock a door or unseal the next area of exploration, Dante automatically picks up the item on contact. To use key items, explore control panels and wall engravings. If the key item is in possession, Dante automatically sets the item in place.

CHECK KEY ITEMS IN THE FILE MENU

To determine where or how to use key items obtain, open the File screen and select "Items". Press \square to scroll over to Key Items, then select the object and press \times to view additional information. Key item descriptions in the File screen often provide good clues on their usage.

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OBJECTIVE: SOLVE THE PUZZLE

If Dante enters a room and the doorways become sealed by a blue force field, the indication is that there is some kind of puzzle in the room that must be solved before the devil hunter can continue. Look for bizarre objects such as light crystals or moveable stone objects. Break light crystals to redirect a beam of light from one statue to another. Move stone objects into wall niches to reveal a hidden exit. Smash furniture and objects in the room until enough Red Orbs are gathered to unseal the doorway. Continue interacting with the environment until the blue seal is removed.



OBJECTIVE: DEFEAT A POWERFUL OPPONENT

Certain enemies that appear only once during the course of a game, which are much stronger and have much greater speed and stamina than frequently encountered enemies, are referred to technically as "boss" enemies. Whenever a boss appears, their life gauge is displayed at the bottom of the screen. Bosses typically attack more frequently with much greater power than normal enemies, so move defensively and dodge as many attacks as possible. Look for opportunities to attack the boss safely without suffering retribution, and continue fighting with them until its life meter is completely emptied.



MISSION CLEAR

The game is divided into twenty missions. Whenever Dante reaches a certain area or defeats a certain enemy, the mission ends. The player's abilities are ranked by several criteria, including the total time in which the player completed the mission, the number of Red Orbs absorbed, the number of Stylish PTS. acquired by striking enemies, the amount of Damage Dante sustained and the number of items used in order to continue.



The highest ranking is "S" for "super", then the rankings are in alphabetically order from letter "A" on down to letter "D". These scores are then tallied and averaged to determine the overall Devil Hunter Rank for the mission. An amount of bonus Red Orbs are added to the player's total, based on the overall letter rank received. If a boss was fought during the mission, a predetermined number of Red Orbs are also added to the total.

To increase ranking scores, jot down notes concerning the categories in which you were deficient. Write down your clear time, the number of orbs absorbed, etc., if these scores received below an "S" ranking. Enter the Mission Select screen, choose the same mission and try again, this time shooting for better scores.

SAVE

After clearing a mission, choose "Save" to enter the data screen and record your progress to a memory card inserted in one of the slots on the console.



SAVING DURING A MISSION

Data can also be saved any time during a mission, but this does not record progress. A data save during a mission only records the Red Orb and Blue Orb information, useful item obtainment and whether War God statues and Orb Crystals have already been shattered. When resuming play later, you must always start a mission from the beginning. All key items are returned to their locations, and must be re-obtained.

MISSION SELECT

The Mission Select screen becomes unlocked as soon as one mission is cleared. If you wish to replay a mission instead of proceeding, you may do so by choosing the "Mission Select" option on the Mission Clear screen. Move the Left Stick up or down to highlight the desired difficulty level, then move the Left Stick left or right to change the mission number next to the difficulty level. Press **X** to begin the mission. Note that if you have not saved your progress to a Memory Card, your progress could be lost in the event of power failure or the console is turned off.



The Mission Select screen also appears when loading a saved game. Choose the desired difficulty level and an available mission to resume game play.

NEXT

Choose the "Next" option to continue directly to the next mission, without having to select a mission and difficulty level from the Mission Select screen. If you have not saved, progress will be lost in the event of power failure or the console is turned off.

CLEARING THE GAME

Complete all missions in the same difficulty level to clear a game. New features are added to the Mission Select screen, including a "Total Ranking" option that allows you to view your best scores in each mission. The "Gallery" option allows for the viewing of bonus content unlocked by completing certain difficulty levels. If alternate character costumes are unlocked, press **LB** or **RB** before choosing a mission to change Dante's costume, and possibly the attire of other characters as well. Read the chapter titled The Devil's Secrets at the back of this book when you are finished with the game to view a complete list of bonus features that can be unlocked.



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MISSION

1

A CRAZY PARTY

RECOMMENDED STYLE



SWORDMASTER

RECOMMENDED EQUIP



EBONY & IVORY



REBELLION

DANTE'S OFFICE

NOT ENOUGH SLICES TO GO AROUND

Kill all the enemies inside Dante's office. Smash the drum kit and the garbage can near the door to obtain extra **Red Orbs**. When enemies fall flat on the ground, jump onto their backs and move the Left Analog Stick to slide across the room on top of the enemy. Collide with other enemies to damage them, and press and hold **○** to make Dante spin around on the enemy, firing Ebony & Ivory in all directions. Refer to the **Styles** and **Devil's Arms and Actions** chapters, and familiarize yourself with the controller input for all the moves Dante is capable of at this early stage. Raise that combo meter as high as possible before the bad guys give up and run!



CUSTOMIZE BETWEEN MISSIONS

The Red Orbs gathered from defeated enemies might just be enough to allow you to purchase the Stinger action for Rebellion. Before starting Mission 2, choose the Customize option and purchase Stinger from the Action menu.

MISSION 2

THE BLOOD LINK

RECOMMENDED STYLE



SWORDMASTER

RECOMMENDED EQUIP



EBONY & IVORY



REBELLION

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DANTE'S OFFICE: FRONT

HEALTH RECOVERY

Vital Star-S lies on the ground near the collapsed entrance of Dante's business. Use these green gems to restore health. Press upward on the directional pad to open the item menu quickly.



ONE BALL TO BLOW THEM ALL

Kill all the enemies in the street area. Sometimes a 3rd Hell: Wrath enemy appears among the group. Lock-on to this foe and blast it continuously until it explodes. If a Wrath is in the midst of other enemies, the resulting explosion takes out the entire group! Just don't get caught in the blast as well.



HELL VANGUARD

The creature is too strong from the front. However, attempting to slash it with Rebellion at the same time it tries to slash you can result in a blade clang. By clanging blades several times in a row, you can raise the combo level significantly. It's possible to clang blades up to three times, at which point you should move away to avoid damage.



While the Vanguard twirls its scythe, jump behind it and slash its backside. When the creature disappears, it reappears either directly under Dante or to the side. Dodge away from rippling distortions in space because the Vanguard flies out of these time rips with tremendous force. Continue attacking it from behind until it is defeated. Although the Hell Vanguard is presented as a boss in this instance, these creatures are encountered frequently in the later missions of the game.

MISSION 3

THE DEVILS' TOWER



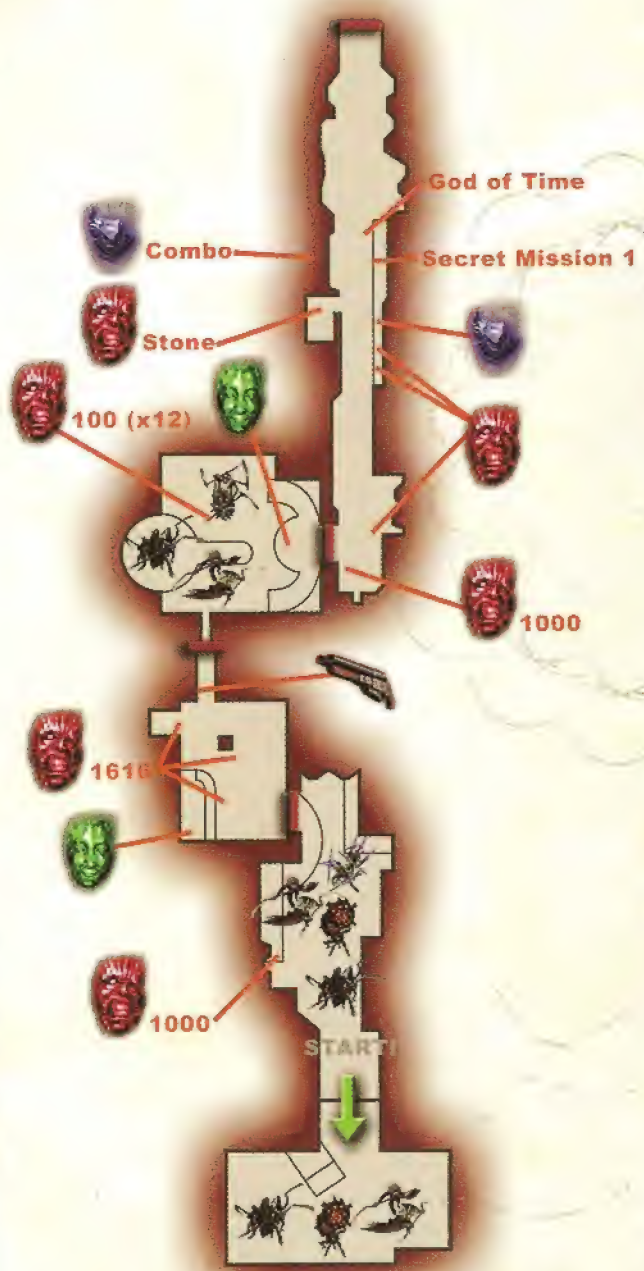
66 SLUM AVENUE

Defeat all the enemies on the street. Shoot the barrels to create explosions, but keep Dante clear of the blast radius.



WALL JUMP TO HIGHER LEVELS

Wall Jump up to the second level by facing the wall on either side of the street. Press \otimes to jump, then move the Left Analog Stick toward the wall and press \otimes again. Dante perches briefly, then jumps higher up the wall. This action allows you to reach the upper areas where Enigmas are perched. Strike these creatures with Rebellion to knock them down to street level, where they can be cleaned up with the rest of the mess. Shooting Enigmas continuously with Ebony & Ivory between waves of ground enemies is also a good way to eliminate them.



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CLOUD OF RED

When the dust settles, jump onto the ledge above the left-hand side of the street. Move to the bottom corner—as the picture depicts—to trigger the appearance of a **Red Orb** cluster over Dante's head. Performing difficult jumps onto platforms or standing on certain hard-to-reach spots throughout the game often reveals hidden Red Orbs.



BULLSEYE

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BLUE SEALS

When the avenue is clear, head to the red door at the north end of the street and press **○** to enter. The north exit of the bar becomes covered with a blue seal, which means that a puzzle must be solved before Dante can proceed. Do not approach the seal, or a large hand reaches out and swipes Dante for damage.



A DEMON CREST

Smash the electronic dartboards in the corner to reveal a Demon Crest. Slash it with **Rebellion** continuously until the eight torches are lit to release the blue seal.



REARRANGE THE FURNITURE

Smash all the objects inside the bar to release Red Orbs. Perform a Wall Jump on the bar canopy in order to land atop it, where some barrels can be smashed to obtain a **Green Orb**. Green Orbs restore health, or they add slightly to the Red Orb count if Dante's life bar is full.



SHOTGUN TIME!

When the seal is broken, move toward the bulletin board just inside the archway to obtain the **Shotgun**. You may now switch between **Ebony & Ivory** and the **Shotgun** by pressing **□**.



LOVE PLANET

CLEAR THE DANCE FLOOR



Unfortunately the hottest strip club in town is empty and silent, but not for long. Smash all the furniture surrounding the stage to release **Red Orbs**.

POLE PLAY

Approaching the exit door or ascending the stairs on either side of the exit triggers the appearance of enemies. During the fighting, if you happen to be near the stage, jump toward the stage pole and press **△** to grab the pole in mid-air. Dante swings around the pole, kicking all surrounding enemies. Collect the **Green Orb** on the balcony above the exit, and continue to the next area.



13TH AVENUE

BOUNCING DOWN THE AVENUE

Jump onto the low end of the fallen "Love Planet" sign and move to the top corner, behind the "L". A cloud of hidden **Red Orbs** falls from the sky for Dante to collect. Smash the dumpsters in this area to release **Red Orbs**, and Wall Jump up to the balconies on the right-hand side of the street to gather more **Red Orbs** and a **Blue Orb Fragment**. When four Blue Orb Fragments are gathered, Dante's life gauge extends by one segment.



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THE HIDDEN ORB CRYSTAL

Look for a gate on the left side of the street and smash through it to find an area where a large Orb Crystal sits. Strike the stone repeatedly to continuously release Red Orbs until the crystal breaks. Jump through the hole in the ceiling directly overhead to find more hidden Red Orbs.



COMBO INSTRUCTORS

A little further up the left side of the street, jump on top of the building to find a Rebellion Combo Instructor. Strike this statue to raise the combo meter high enough, and it shatters to reveal Red Orbs and a Blue Orb Fragment. The number of red flames this statue holds indicates how high you must raise the combo meter. Destroying a combo instructor is easier when Swordmaster Style is active, but you can still smash it by striking the statue and alternating your attacks.



SECRET MISSION 1

Directly across the street from the Rebellion Combo Instructor's position is a well-lit double door. Press **○** to search this double door and find Secret Mission 1. If you find and clear all Secret Missions in the game and score an S Ranking for all missions, you'll achieve the SS Perfect ranking which unlocks additional bonuses. In Secret Mission 1, you must wipe out the enemy set within one minute. Clear the mission to obtain a Blue Orb Fragment. Secret Missions can be repeated as often as you like, but a Blue Orb Fragment can only be obtained in this manner once.



THE GOD OF TIME

Just up the street from the Secret Missions door location is a God of Time statue. Face the statue and press **○** to enter the Customize menu, same as between missions. You may change Style, upgrades weapons and purchase recovery and gauge items, if orbs allow. Improve Rebellion as much as possible before entering the tower at the north end of the street.



If you are just a few Red Orbs shy of being able to purchase an Action or gun upgrade, return to previous areas such as 66 Slum Street to trigger the appearance of additional enemy sets. Exit and reenter areas until you've garnered as many Red Orbs as you need to take that next big step.

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CERBERUS

Blast the ice covering the three dog heads, then use Stinger attacks to strike the big puppy's front leg. Continue striking the leg until Cerberus falls to the ground. Attack the heads with Stinger, High Time and Million Stab attacks while Cerberus is down to inflict the maximum amount of damage.

The strategy described previously should work until Cerberus's life is reduced to half, at which point the cabalistic canine employs a few new self-defense measures. Whenever Cerberus rears back to attack, run away to avoid the crystal ice formations that it creates on the



ground. Cerberus swipes at Dante with his claws, making it harder to strike his legs and knock him over. One effective method for dodging a claw attack is to Side Roll under Cerberus's heads. Hold **□** and move the Left Analog Stick to Dante's left or right and press **×** to perform a Side Roll. Done once or twice, this should place you squarely in front of the other paw. Strike it quickly and continue striking it to try and get Cerberus down on the ground again. If Trickster Style is active, Dash under the monster's head toward the other paw.

Continue jumping away or to the side each time Cerberus rears back or lifts its front paws. Attack from the side of the creature's heads at all times, so that you are less likely to suffer damage if Cerberus lunges across the room. Avoiding this attack, you can slash Cerberus's weak sides as it attempts to reverse into its niche. Dante receives the **Cerberus** nunchucks for defeating this creature.



MISSION 4

THE UNINVITED ONE

RECOMMENDED STYLE



TRICKSTER

RECOMMENDED EQUIP



EBONY & IVORY



SHOTGUN



REBELLION



CERBERUS

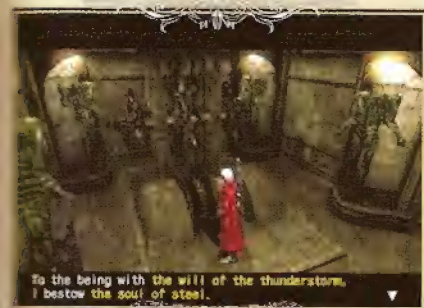
CHAMBER OF ECHOES

Ascend the stairs and examine the blazing barrier surrounding the northwest door on the first level. Collect the Red Orbs along the ramps. Large stone walls block the upper ramps leading to 2F. Enter the blue door on the lower ramp in the northeast corner of the chamber. Defeat a minor set of enemies in the corridor and head to the double blue doors at the southeast end of the passage.

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LIVING STATUE ROOM



Eliminate the Enigmas and Lusters materializing in the room, then examine the structures on the upper level to learn some valuable clues. The inscription on the winch in the side room mentions something about lightning, and a glimmering object is contained in a massive cage. Continue through the mid-level red door.

SILENCE STATUARY

Smash the seven statues in the room and strike the Orb Crystal to obtain **Red Orbs**. Strike the Demon Crest on the wall near the entrance until the central platform begins to



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INCANDESCENT SPACE

Defeat the enemies appearing in the room to unseal the door. Before leaving, jump onto the pipe above the door, and Wall Jump from there up to an alcove containing a **Blue Orb Fragment**.



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Proceed through the green door back to the Chamber of Echoes at the center of the tower. Navigate along the ramps to the double green doors on the west side of the tower.



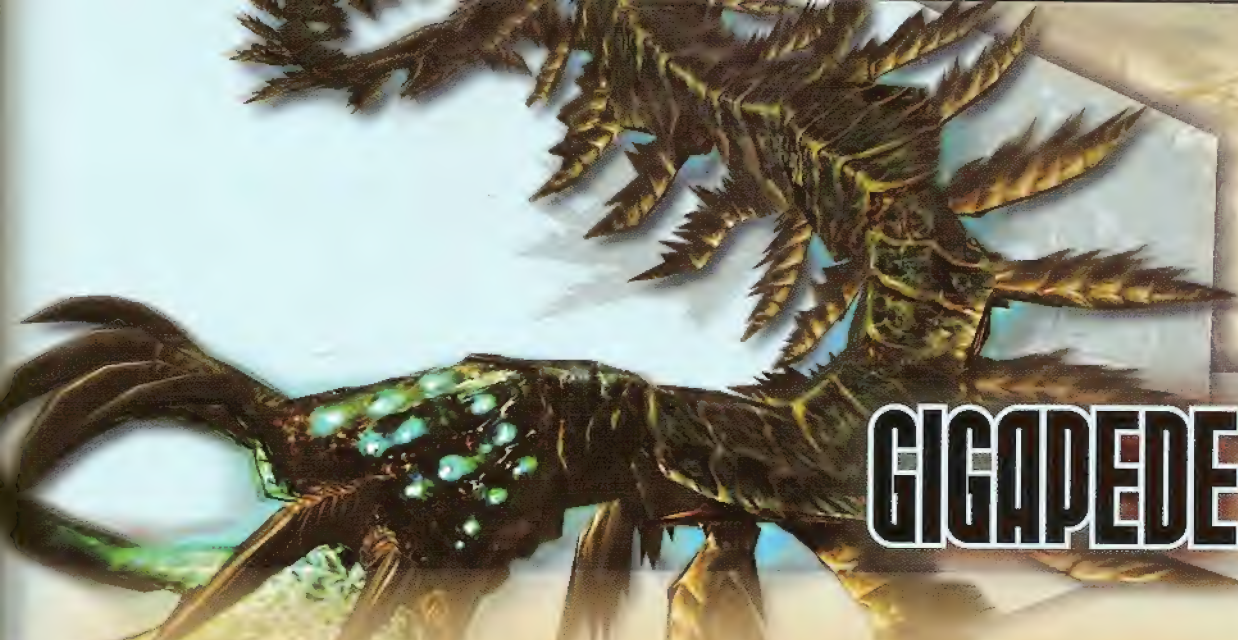
ENDLESS INFERNUM

The doors in this chamber become sealed, so there is only one way to go. However, when crossing the central bridge, the stones collapse and Dante is dropped into the Chamber of Sins below.



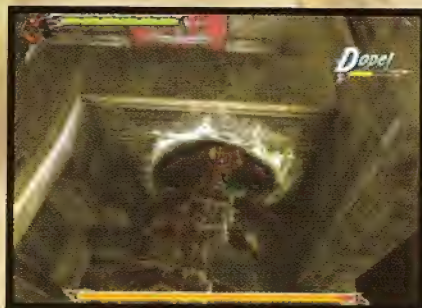
Defeat all of the enemies in the Chamber of Sins, and a portal appears in the middle of the floor. Walk into the portal to be teleported back to the room above, where the doors both unlock. Read the inscription on the pinkish stone, and Wall Jump above the stone to obtain hidden **Red Orbs**. Continue through the tall red doors to the next area.





GIGAPEDE

Don't let the awesome size of this big insect fool you. This battle will likely end quickly. As the Gigapede emerges from one of the holes in the room, drop from the higher ledges onto its back and slash it up with your Devil's Arm of choice. Gigapede attempts to counter this by flipping over in order to drop Dante to the ground. If the Air Hike ability is available, double jump and land right on its back again. Otherwise, if you are dropped to the floor, move to the sideline quick before lighting strikes. Wall Jump back up to the upper platform and wait for the Gigapede to reemerge from the hole it entered. Jump on its back for more rodeo-style fun.



Sometimes Gigapede may emerge from one of the holes covered in purple electric orbs. If so, run for cover until all the homing orbs are deployed and miss. Jump on Gigapede's back the next time it emerges from a side hole.

BEHIND THE BARS

When the Gigapede disintegrates, collect the Red Orbs it drops, then head through the south door. Dante finds himself back in the Incandescent Space room, in the area behind the bars. Move to the alcove with a shining object and press **○** to obtain the Astronomical Board.



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OF DEVILS AND SWORDS

RECOMMENDED STYLE



TRICKSTER

RECOMMENDED EQUIP



EXOTIC & MORD



SHOTGUN



REBELLION



CERBERUS

GIANTWALKER CHAMBER

THE BLOOD-GOYLES



If you hack at Blood-goyles with a Devil's Arm, you may accidentally cause them to spilt in half, becoming two enemies. Instead, shoot them with a gun until they petrify, then break apart the stone statues before they regain their protean form.





CONNECTING 1F AND 2F IN THE CHAMBER OF ECHOES

After the two waves of flying demons are destroyed, head to the south door and return to the Endless Infernum. Continue into the Chamber of Echoes and collect the new **Red Orbs** along the semi-circle ramps. Ignore the Red Orbs on the lowest levels of the shaft for the moment, and head to the top of the chamber. Examine the panel just east of the large clock-like mechanism and insert the Astronomical Board. The stone walls blocking the lower levels from the upper levels are removed, and a pad at the bottom of the shaft begins to glow.



VAJURA

Drop to the lower levels and collect the shining object on the northwest wall, the **Vajura**. Return to the lower level of the chamber and go through the blue doors to the Entranceway. Defeat the new enemies in the corridor and return to the Living Statue Room.



THE SOUL OF STEEL

Examine the winch in the alcove at the top of the Living Statue Room and insert the Vajura. Dante uses it like a lever to raise the cage surrounding the glowing object on the raised platform. Examine the pedestal to obtain the **Soul of Steel**. Defeat the enemy set that appears and return to the Chamber of Echoes.



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HIDDEN ORBS

Return to the Astral Chamber and jump into the high alcove where a Blue Orb Fragment was previously located to obtain 1500 Red Orbs.

CROSSING THE ENDLESS INFERNUM

Possessing the Soul of Steel, Dante can now walk on air right across the chasm in the Endless Infernum room. On the south platform is a Cerberus Combo Trainer. Equip Cerberus and strike the statue with alternating moves until the "Alright!" combo level is reached to break the statue and obtain a **Blue Orb Fragment**. Set the Soul of Steel into the seal covering the door and proceed into the next room.



SURGE OF FORTUNAS

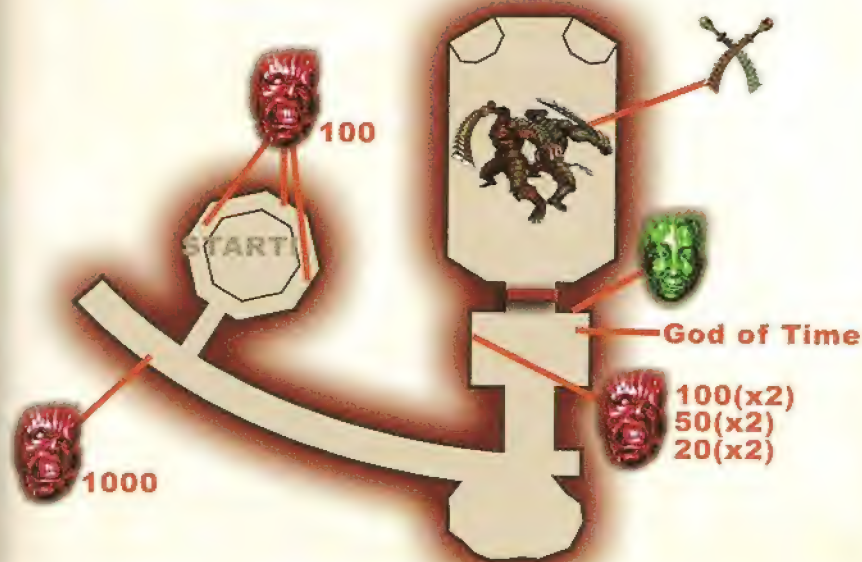
SECRET MISSION 2

Examine the red-glowing skull face fresco to partake in Secret Mission 2. To obtain a Blue Orb Fragment in this side action, you must defeat all of the Enigmas without losing a sliver of life. Strike an Enigma until all the others are about ready to fire, then disengage and run away. Continue attacking and fleeing until all Enigmas are destroyed.



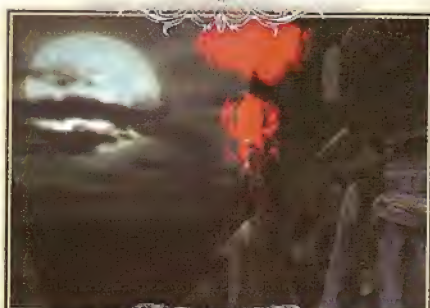
DON'T OVERLOAD THE ELEVATOR

Upon returning to the Surge, strike the Demon Crest on the wall to activate the platform and ride it up to the next level in the tower. No one said Dante's ride would be a pleasant trip, however. As the platform ascends, enemies drop onto the lift. The elevator has a weight capacity, and if more than four enemies drop onto the platform, then it falls back to the lower level and the ride must be attempted again. Quickly bash the foes toward the sides of the platform. If you don't destroy the enemies, at least knock them off the sides so that the next set of foes does not add enough weight to knock the platform back to 2F.



AZURE GARDEN

In the room where the elevator arrives, jump into the air near the three surrounding walls to collect Red Orbs. Proceed out to the balcony and jump onto the top of the column to release a load of Red Orbs.



OUTSIDE THE FIRESTORM CHAMBER

INTRODUCTION

Continue across the crumbling balcony. Smash the barrels and axes hung on the walls to obtain Red Orbs and a large Green Orb that should restore most of Dante's health. Use the God of Time statue to upgrade and change Style if needed. Proceed through the corroded doors and across the Firestorm Chamber until two Gatekeepers, who seem to have taken their heads off and attached them to their swords, confront Dante.

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AGNI & RUDRA

Quite possibly the first battle that will send you back to the title screen, this intense match might require several attempts in order to learn the timing and patience required for overcoming these skillful demon swordsmen. Despite being headless, Agni and Rudra both block any attack from the front. The only viable strategy is to jump, Side Roll or Dash at the moment they attempt to strike. Use the Left Analog Stick to maneuver Dante behind either of the colorful giants and attack them from the rear while they recover stance following their powerful rushing attacks and sword slashes. Dante has the opportunity to deliver only one or two attacks before the giant turns and faces him again. Continue jumping and Side Rolling all around the two adversaries, and look for opportunities to strike them from behind.



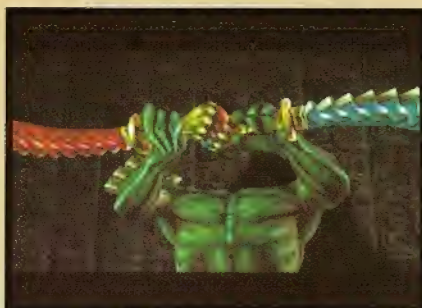
There is something to be said for clanging swords with Agni & Rudra. When Dante's sword strikes against one of the monsters' swords, it weakens their defense. After several strikes against the swords, the monsters will lose their grip and drop the sword momentarily. The body hunches over as if stunned, and this is a moment when you can slash away and strike up a high combo level. Just keep an eye out for the brother, and don't allow him to ambush Dante from the side.

When Agni and Rudra leap to the other side of the room and begin their charging attacks, leap over the first enemy and try

to goad the second into colliding with and slashing his brother. The two monsters can do each other a great deal of damage, if you can find opportunities to make them accidentally strike each other.

If you kill one brother and leave the other standing, he will soon take up the other sword and begin performing some very powerful attacks. Since it is difficult to tell you how to defeat one of these guys when he wields both swords simultaneously, you must prevent one enemy from becoming so powerful. Therefore, keep an eye on the enemies' health meters throughout this battle. Decimate the health of one brother, then focus on attacking the other until his health is at the same level or weaker. When both brothers have just a smidgen or less of life left in their gauges, defeat one brother, then quickly finish off the other before he takes up the second sword.

Upon defeating **Agni & Rudra**, Dante becomes able to wield the dual swords of wind and flame. Head for the bluish door to complete the mission.



MISSION 6

FAMILY TIES

RECOMMENDED STOLE



THICKSTER

RECOMMENDED EQUIP



EBONY & IVORY



SHOTGUN



CERBERUS



OGRE & RUDRA

PUITE GODDESS CHAMBER

Examine the statue in the center of the area, which points toward the pile of rubble blocking the eastern exit. Move behind the statue, jump and land on top of it to uncover hidden **Red Orbs**. Continue through the north door.



GENUOUS ARED ORBS

Return through the Firestorm Chamber to the Azure Garden, where the breakable objects near the door can be smashed to obtain Red Orbs and Green Orbs once again. There are also new Red Orbs high up in the elevator room.



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CHAMBER OF 3 TRIALS

Read the inscription on the raised stone near the door. The wording indicates that you need only pass two of the trials to proceed. However, if you pass all three, then Dante can obtain the Artemis gun.



Read the colored inscription on the raised stones at the base of the stairs leading to each trial to understand what you must accomplish in each. Proceed into the trial and conquer the challenge to receive a key item. The trials are described according to the order of doorways from left to right.

TRIAL OF WISDOM

Read the blue placard outside this chamber before entering to learn a vital clue. Just like the old riddle, the infant walks on four legs, the normal man on two, and the old man on three. This answer indicates the order of doorways to enter within the trial. Go through the door marked with four red stones. In the next chamber, go through the door with two red stones, and finally enter the doorway with three red stones.



After proceeding through the numbered doorways correctly, Dante finds himself in a chamber where the **Essence of Intelligence** is prominently displayed. If you make a wrong turn, Dante must fight an enemy set and start over. Any doorway leads back to the main chamber.



TRIAL OF SKILL

Head up the narrow passage until skewers begin emerging from the floor, walls and ceiling. The skewers "travel" in rows toward the door. Run left or right around skewers coming from the sides, and under spears thrusting downward from the ceiling. Jump over skewers protruding from the floor by holding \otimes to make Dante jump high, while moving the Left Analog Stick forward to give his jump some forward arc.



Avoid Wall Jumping or Air Hiking to leap over floor skewers, or Dante will surely land on the next set of skewers. Reach the end of the narrow room, obtain the **Essence of Technique**, and fight the enemy set that appears on the way back out.



TRIAL OF THE WARRIOR

Arguably the hardest of the three trials, you must strike and activate the two Demon Crests in the room in order to make the enemies vulnerable to damage. Otherwise, enemies surrounded by the black smoke cannot be hurt. When both Demon Crests are activated, enemies become vulnerable to attack. The effect lasts only as long as the Demon Crests are active, so the wheels must be struck over and over.



As you strike a Demon Crest, the enemies are sure to follow Dante and try to interfere. When all enemies are gathered near one Demon Crest, the other should be wide open. Continue striking the Demon Crests to make the enemies susceptible to harm, and eliminate them as quickly as possible. When all the enemies are eliminated, the Demon Crests lower back to the floor and the **Essence of Fighting** can be appropriated.

OPENING THE EXIT AND ARTEMIS

Return to the Mute Goddess' Chamber with two or three of the Essence key items. Examine the front of the central statue to insert the pieces. The statue fires the Artemis gun at the doorway, demolishing the debris blocking the exit. Insert a third Essence item to obtain **Artemis**. While this laser gun is extremely effective, it is even more destructive while Gunslinger Style is active.



THE DARK CORRIDOR

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Use Agni & Rudra to strike the Combat Adjudicator with a variety of moves until the "Alright!" combo level is achieved to obtain a **Blue Orb Fragment**. Jump up the wall behind the statue to obtain **Red Orbs**.

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Before going beyond the top of the stairs, face the wall behind the last archway to the left or right. If Trickster Style is equipped, press **○** to Wall Hike. If done correctly, Dante should run up the wall, back flip and land on top one of the lower arches. **Red Orbs** are lined up above the arches, and you can leap from arch to arch collecting them with normal jumps. When finished, proceed toward the balcony area to complete the mission.

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A CHANCE MEETING

RECOMMENDED STYLE



TRICKSTER

RECOMMENDED EQUIP



EBONY & IVORY



SHOTGUN



REBELLION



CERBERUS

THE DARK CORRIDOR

Now that Dante is in a new mission, the Dark Corridor contains all new **Red Orbs** in the same locations as the previous mission. Wall Hike up to the raised archways over the stairs to obtain all new orbs.



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SECRET MISSION 3

Before proceeding to the next area, Wall Jump up to a small alcove high in the wall above the exit where a red light glows. Examine the Fresco to enter Secret Mission 3. The goal of this extremely challenging side mission is to stay in the air for a full twenty seconds. The instant Dante leaps off the ground, a timer starts counting down the seconds. If he touches the ground, the timer resets. The way to stay aloft for twenty full seconds is to bounce off the heads of jumping enemies. Lead all the foes toward a flat wall in the room, then jump and Wall Jump continuously to stay in the air. The enemies should start jumping toward Dante with a certain timing. If you can learn this timing, then enemies' heads and Wall Jumps can be used strategically to stay relatively in one spot high in the wall until twenty seconds elapses.



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HEAVENRISE CHAMBER

Move around the ledge until you spot a column of **Red Orbs** descending into the depths. Drop from this point on the ledge to collect the orbs as Dante falls. Repeat this while dropping from level to level until Dante reaches the bottom. If you miss any orbs do not worry about it, since they can be easily collected on the way back up.



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THE DIVINE LIBRARY

The two statues near the door are regular stone effigies. The rest of the statues in the room are Damned Pawns. When the swords wielded by a Pawn glow red, it means they are about to attack. Strike Damned Pawns from behind to destroy them.



The Damned Pawn at the southern point of the Library is standing on top of the **Orihalcon Fragment**. Take this item and use the glowing pads in the Heavenrise Chamber to return to 3F, then continue flying upward to the top level. Look for a **Holy Water** on the level just below uppermost portion of the chamber.





PITCH BLACK VOID

Move out to the balcony and jump onto the top of the broken column at the edge to reveal a cache of hidden **Red Orbs**. Ascend the stairs heading toward the exit. Face the wall, Wall Jump and then Wall Hike up to the top of the wall. Dante should land atop one of the lower archways crossing the ceiling overhead. Jump to the upper level and carefully jump to the eastern arch, where a **Blue Orb Fragment** hovers. After collecting the fragment and all other Red Orbs, continue to the next area.



SKULL SPIRE

Smash objects in the corridor to obtain **Red Orbs**, and defeat the Damned Pawns in the ascending curved corridor. Examine the doors at the end of the corridor. The doors are locked and an important jewel is missing. Backtrack a few steps toward the other door. Jump over the small barrier to obtain a **Vital Star S**, then go through the south door.



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TRANQUIL SOULS ROOM

Proceed into the room and smash the coffins near the burial stacks to obtain **Red Orbs** and **Green Orbs**. Approach the central altar to trigger the appearance of several 5th Hell: Greed monsters. As long as these creatures are active, they can summon other enemies by opening their coffins. Focus on eliminating the Greeds before they create an overwhelming number of foes. Defeating the enemies in the room causes the **Siren's Shriek** to drop to the altar.



WAP 'EM AROUND

A tall candelabrum in the room can be used to for Pole Play. Jump toward the pole and press **△** to grab it and spin around, striking all enemies in range. Jump and land on top of the candelabrum to reveal a host of hidden Red Orbs.



LIFT ROOM

Strike the War God Statue with Rebellion enough times to raise the combo meter to the ultimate "Stylish!" level. Purchasing all of Rebellion's actions and attaining a higher level Swordmaster Style should help raise the combo level high enough to break the image in order to obtain **Blue Orb Fragment**.



Ascend the stairs to the highest level and examine the power machine. Dante sets the Orihaldrum Fragment in place. The elevator on the lowest level of the room becomes active. Ride the elevator down to level 1F of Temen-ni-gru.





CALM THE FLAMES OF RAGE

New **Red Orbs** line the circular ramps leading all the way to the top of the Chamber of Echoes. Examine the door wreathed in flames. Dante uses the Siren's Shriek to remove the barrier.

In the Entranceway corridor, defeat enemies and head to the western end to find a **Yellow Orb**. Possession of a Yellow Orb allows you to continue from the previous room if killed. Head to the corroded door near the gate that separates the passage.



CURSED SKULL CHAMBER

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Smash through the walls blocking the entrance and strike the Demon Crest at the rear of the chamber to lower a giant ball in the center of the room. Jump on top of the ball and strike it continuously until it breaks, dropping the **Crystal Skull**. Defeat the enemies that appear in the room and return to the Chamber of Echoes.



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CHANGE STYLES

While returning through the Chamber of Echoes to the lift, stop at the God of Time statue and change style to Swordmaster. This style is more helpful during the battles to come.

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THE LAUGHING REAPER RETURNS

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Return to the Tranquil Souls Room. One of the enemies that must be defeated is a Hell Vanguard, the boss from Mission 2. With improved skills and more powerful actions at your disposal, this enemy should prove much easier to dispatch than previously. Continue backtracking to the Skull Spire and use the Crystal Skull to unseal the western exit.

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MOONLIGHT MILE

Strike the Orb Crystal near the entrance to continuously accumulate orbs until the stone breaks. Cross the raised path and use the God of Time statue near the door to upgrade weapons and purchase additional Vital Stars, if possible. Equip Agni & Rudra and Cerberus, Ebony & Ivory and Artemis, and prepare for a challenge.



START!





VERGIL

Vergil is by far the most accomplished adversary Dante confronts during the game. In style and speed, fighting him is like struggling against a dark version of Dante with some incredible sword techniques.

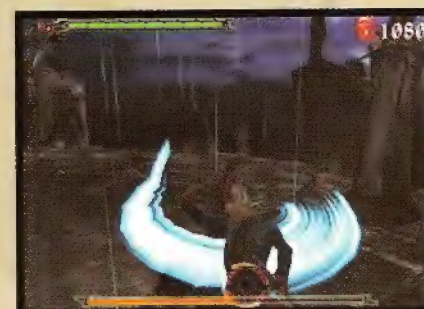
Start the battle by running forward to bait Vergil into attacking. Jump over him to avoid his slashes, then attack using Agni & Rudra. Vergil staggers as you slash him, and you should be able to complete an entire Agni & Rudra Combo I, and maybe a few strokes more. When Vergil deflects a blow, quickly jump away before he counterattacks. Jump away as he slashes, then charge in from his side or rear and attack. Repeat this process of moving toward him to fake an attack, jump away, then follow up by attacking with Agni & Rudra. The Jet Stream attack (Hold **△**, move the Left Stick toward Vergil and press **△**) allows you to rush up and strike Vergil before he regains his defensive posture just after he attempts an attack.



There are some instances where Vergil does not stagger from your blows, but instead shoots forward with a devastating attack

that hits Dante from in front and behind. Since it is nearly impossible to predict whether one or the other will happen, carry a load of Vital Stars into this battle and press upward on the directional pad when needed to recover health. Do not allow Dante's life gauge to drop below two segments, because Vergil can easily finish him off even with that much health left.

Even better than jumping away, it works best if you Side Roll or Dash to Vergil's flank while he attempts to attack. Other than that, skill is required to defeat Vergil, and only practice and possibly replaying the mission allows you to study his moves closely enough to anticipate and retaliate.



If the battle goes poorly and you do not have enough Vital Stars to continue, stay back from Vergil and pump him

full of lead with Ebony & Ivory. Dodge sudden attacks with Side Rolls or Dash moves, especially in the last half of the battle when Vergil begins performing cone-shaped projection attacks. The best way to prevent Vergil from performing projection attacks is to engage him at close range, as described in the previous paragraph.

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RECOMMENDED STYLE



SUBBIMASTER

RECOMMENDED EQUIP



EGGON & IVORY



ARTEMIS



REBELLION



CERBERUS

LEVIATHAN'S STOMACH

From the starting point, jump to the ledge above and a strange membrane sticking up from the tissue surface. Strike the membrane to cause one of the stone tusks covering the nearby exit to retract. Another membrane is located at the opposite end of the same ledge, and one is behind the school bus on the lowest level.



The seal has been dispelled opening up a single stone tusk.



While crossing the lower levels of the stomach, avoid stepping in pools of digestive acid. Follow the tunnel below the starting point inward to find another membrane, then Wall Jump up through the digestive tubes to a stone bridge. Cross the bridge to find an Orb Crystal and the last membrane. The seal blocking the exit should then open. Drop to the lower area, jump on top of the school bus and proceed to the intestines.



SHIP'S SECRET

Jump onto the deck of the beached ship to find a Blue Orb Fragment. Run to the tip of the bow to reveal hidden Red Orbs.

SECRET MISSION 4

The wreckage of an ancient ship is behind the school bus. Smash through the boards covering a hole in the hull and examine the blue inscribed stone inside to find Secret Mission 4. This side foray takes place in the elevator room back inside Temen-ni-gru, where you must knock each enemy set off the elevator before the next arrives. Allow the elevator rise to the top of the shaft in order to complete the mission. This task is certainly easier if you equip Rebellion and use Stinger attacks to knock the semi-invulnerable enemies off the sides, and if you use Dante's newfound Devil Trigger ability to take out enemies more quickly. Charge Shots help as well. Secret Mission 4 becomes unavailable for the rest of the game as soon as you leave the stomach, so be sure to take this opportunity while it lasts.



LEVIATHAN'S INTESTINES

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A Gigapede begins swimming through the digestive tract after Dante. Use Devil Trigger to run more quickly if it looks like the monster is about to catch up. When you reach the cave at the end where the Gigapede cannot enter, either proceed to the next intestinal tract or attack the Gigapede and kill it. The massive monster yields 1000 Red Orbs, so this is a worthwhile venture! Kill the second Hell: Envy monsters in the next digestive tube and continue into the next organ.

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LEVIATHAN'S RETINA

Kill Envy monsters in the chamber until the central device gathers enough Red Orbs to produce the **Ignis Fatuus**. Taking the item from the central pedestal causes all of Leviathan's internal organs to grow dark. The Ignis Fatuus illuminates a small area around Dante.



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RETURNING TO THE HEARTCORE

Continue through the intestinal tract, detouring down the side passages on Dante's left to find a **Green Orb** and a Cerberus War God Statue. Strike it with Cerberus until the "Stylish!" combo level is reached to obtain a **Blue Orb Fragment**. Run from another Gigapede in the next chamber, which empties back into the Stomache.



The darkened Stomache is now fully of Envy Hells. Defeat the monsters and jump on top of the school bus to reach the exit. You must now make another trip through the first intestinal tract to reach the Heartcore Chamber, this time in the dark. In the Heartcore Chamber, use the Ignis Fatuus to remove the membrane protecting Leviathan's vital organs, and begin the process of killing this monster from the inside.



HEART OF LEVIATHAN

The central heart does not become vulnerable to attack until it lifts its metallic lid and exposes a bright green core, only then you may strike the core to damage the Heart. The lid lifts from the heart core only when one of the two side organs is temporarily defeated. The organ on the right side of the screen is easier to knock down to zero health points than the organ on the left. The battle ends when the Heart is reduced to zero health points, as indicated by the longest of the three life gauges at the bottom of the screen.



Use Cerberus and perform Revolver attacks against the organ on the right side of the screen. These attacks should knock away any Envy monsters that attempt to attack Dante from behind. Once the organ shrivels up and the central heart core is exposed, switch to Rebellion, Devil Trigger and attack the heart core until the lid slams shut. The side organ revives at full health, and you must then start over.

The enemy set of Envs continuously respawns, but only when the last foe of the set is

destroyed. Even if the Envs prove intrusive in your master plan, avoid breaking away from the organs to fight them. The side-organs absorb the Red Orbs released by destroyed Envs, and use them to power the central Heart's attacks. The fewer Envs that are destroyed, the less power the side-organs can absorb.

If the red organ on the left side of the screen manages to absorb Red Orbs from defeated Envs, then the Heart's lid raises to expose a red core that emits a sweeping laser beam. Break away from attacking organs or Envs, equip Rebellion and perform Air Hikes to avoid the sweeping laser attacks. If the blue organ on the right side of the screen absorbs the souls, the Heart exposes a purplish core which releases three electricity orbs that follow Dante and explode on contact. Break away from fighting during this attack, and run around the area until the orbs dissipate or explode on contact with Envs. The homing-orb attack can be avoided entirely by attacking the blue organ on the right continuously throughout the battle.



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FADED MEMORIES

RECOMMENDED STYLE



GUNSLINGER

RECOMMENDED EQUIP



EBONY & IVORY



ARTEMIS



CERBERUS



ASIN & RUDRA

PROVISIONS STOREROOM

Proceed through the Rotating Bridge area to the next. Arachnes are strong monsters that are impossible to lift off the ground with attacks. Jump or roll behind them and use your strongest actions to strike them. Shoot with Artemis for greater damage. Avoid tiny baby spiders released by defeated Arachnes until the battle is over. If Dante walks through these tiny creatures, they attach themselves to him and soon burst, causing damage. If he attempts to jump while baby Arachnes are attached, they explode immediately and knock him out of the air. When all normal size Arachnes are dealt with, switch to Ebony & Ivory and quickly mop up the tiny baby spiders with rapid gunfire. Jump up high on the wall near the pit's edge to find a small **Green Orb**, and then proceed to the next hall.



SUBTERRANEAN GARDEN

Read the inscription on the stone in the narrow portion of the area. Jump and land on top of the stone to unleash a swarm of **Red Orbs**. In the south square, a beam of light emanates from a statue. Crystals placed along the beam's route bend it different directions. The beam of light must be rerouted to connect the two statues in order to unseal the area. Smashing the crystals changes the path of the light beam.



Destroy the crystal closest to the statue from which the light emanates, then smash the crystal directly below the other statue. The two crystals to smash are circled in the screenshot. If the wrong crystal is smashed by accident, strike and activate the Demon Crest at the back of the area to reset the puzzle.



VIA SUBTERRANE

Defeat the enemies in the Subground Water Vein and the Rounded Pathway. In the latter corridor, avoid the spinning columns on the sides of the room, which cause damage when touched.



SUBTERRANEAN LAKE

There is much to do in this large area, so start off by heading south and jumping over the wall to collect a bevy of **Red Orbs** and a **Green Orb** in the multi-level area. The upper level is reached by landing on the wall and using it as a stair to reach the high platform.



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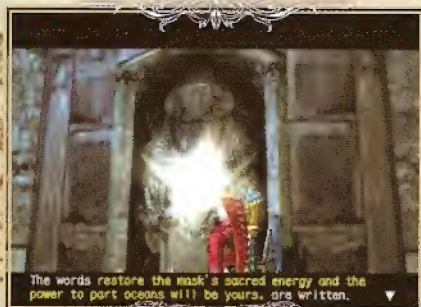
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Examine the glowing fresco on the wall for a clue on how to solve a puzzle in this area. Head west from the God of Time statue to the end of the area, and use the thin broken wall sections to jump to the upper level where the **Spiral** rifle is located. The War God Statue on the lower level can only be destroyed using a weapon Dante doesn't own yet.



Go through the door next to the God of Time statue. Defeat the enemies in the Rounded Pathway and avoid touching the spinning columns on either side of the corridor.



PROVISIONS STOREROOM 2

Grabbing the **Ambrosia** from the niche in the wall triggers the appearance of Arachne. Destroy the Arachne and their parasitic offspring, and return through the Rounded Pathway to the Subterranean Lake area.



LIMESTONE CAVERN

In the Subterranean Lake area, enter the north cave. Proceed into the Limestone Cave and defeat the basic enemies in the tunnel. Head southeast to where two **Red Orbs** sit, and slide down the slope into a small greenish chamber to find a **Devil Star**.



SECRET MISSION 5

Wall Jump back out of the pit and return to the entrance. Across from the cavern entry point is a cave branch high up on the wall. Jump up to the hole and follow this branch to a pair of glowing red crystals. Examine the crystals to find Secret Mission 5.

In Secret Mission 5, you must smash everything in the bar within one minute. Do not forget about the barrels next to the jukebox and atop the canopy covering the bar. New beer bottles are placed on the windowsills and barrels are in the passage and behind the dartboards. It may help to Devil Trigger in order to move quickly through the bar and smash things more effectively.



REVEAL THE EXIT

Head through the Limestone cavern until the suspended path reaches a door. Set the Ambrosia into the fresco to expose the hidden door behind the engraving.



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NEVAN

Although Nevan seems to be waiting for your attack, don't be too hasty to approach. She lashes out with whirling slash attacks for several moments, making her unapproachable. Sometimes she back flips, and sends black waves across the ground, inflicting multiple hits on Dante. When you see her start to flip, move to her side or behind her and attack from that angle. Occasionally lightning begins to crackle over her head, then on the ground. Air Hike, if possible, to avoid damage when the entire floor area becomes electrified. Other electric lightning bolt attacks can be dodged by running left or right around the purple charges as they approach. Nevan whispers verbal warnings before all of her attacks, so avoiding damage should become easier if you listen for her threats.



Attacking Nevan is difficult when she is near the entrance door or on the opera stage. When she moves into the central area, you have a better opportunity to attack. Watch out for her whirling and back flip attacks, and strike her repeatedly.

As you strike Nevan, the column of black smoke she stands on grows shorter. When her smoke column is completely destroyed and Nevan stands on

the ground, she becomes vulnerable to damage. Devil Trigger and attack her with everything you have while her defenses are down. As soon as she regains her smoke column and zips away, press **[B]** to exit Devil Trigger. Always use Devil's Arms to attack Nevan, since all weapons seem to have little effect.



Repeat this process throughout the battle in order to defeat her. When Nevan's health gets below half, she adopts an additional attack. Sometimes she voluntarily lowers her defenses and goes after Dante. If she manages to catch him, she drains his life and replenishes her own. To prevent prolonging this battle, either strike her or jump away at the moment she attempts to seize Dante.

When Nevan is finished, Dante obtains the bizarre guitar axe weapon also named **Nevan**.

The entrance of the room remains sealed, so head for the other door in the Sunken Opera House to complete Mission 9.



MISSION 10

THE JOB

RECOMMENDED STYLE:



SWORDMASTER

RECOMMENDED EQUIP:



EBONY & IVORY



SPIRAL



AGNI & RUDRA



NEVAN

THE STONE MASK

Dante begins the mission on the small ledge across from the main portion of the Limestone Cavern. Examine the altar at the end of the short path section to obtain the **Stone Mask**. Return through the Sunken Opera House to the other side of the cave, defeat the enemies along the route and exit the cavern.



LEARNING THE BASICS OF NEVAN

Use Nevan to strike the War God Statue in the Subterranean Lake area. Nevan is a hard weapon with which to chain combos. If Swordmaster Style is active, the weapon is easier to handle. Refer to the **Devil's Arms and Actions** and **Styles** chapters and familiarize yourself with the usage of this unique item.



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PARTING THE WATERS

Examine the glowing fresco near the lake's edge and insert the Stone Mask. A bridge rises in the lake. Follow the bridge out to the central platform and examine the altar to obtain the **Neo-Generator**. Examine the object on the north side of the statue to find Secret Mission 6.



SECRET MISSION 6

In Secret Mission 6, Dante has thirty seconds to collect forty Red Orbs in Leviathans' Stomach. The most possible way to accomplish this is with Devan's Air Raid ability. Once you gain the power of Flight, swim through the stomach and collect Red Orbs as fast as possible. Jump from the upper level to collect the upper strata of orbs, then drop to the ground, Wall Jump up and collect the orbs on the lower strata. Consume White Orbs to prolong the amount of time Dante spends in Devil Trigger mode. You may find that even with the Air Raid ability, you may not be able to complete this side gambit until Dante's Devil Trigger meter is the maximum length.



ROTATING THE BRIDGES

Return to the Rotating Bridge room with the Neo-Generator. Dante rearranges the bridges so that he may cross to the northeast sector of the Forbidden Land.



En route back to the Rotating Bridge, Dante is sealed inside the First Rounded Pathway with several Dullahans. These floating guardians pass back and forth in the room, attempting to strike Dante if he is jumping or flying. Strike them from behind to disable them and unseal the room. Nevan bat summoning abilities are particularly effective when dealing with Dullahans.



FORBIDDEN LAND: FRONT



After changing the bridge layout in the Rotating Bridge room, exit through the orange door at the entrance. Wall Jump up either wall beside of the door and strike the Orb Crystal on the platform to release a bevy of Red Orbs. Jump to the eye of Leviathan's dead carcass to reveal a hidden group of **Red Orbs**. Return to the Rotating Bridge chamber and cross the bridge. Proceed through the Marble Throughway until Dante encounters a grizzly sight.



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REVENGE

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SWORDMASTER

RECOMMENDED EQUIP



EDON & IVORY



SPIRAL



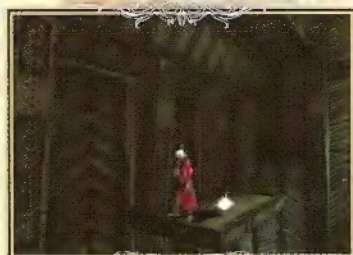
AGNI & RUDRA



REBELLION

GEARS OF MADNESS

Before starting this mission, purchase the Air Hike action for Agni & Rudra or equip Rebellion, with the same ability activated, instead. Navigating among the gears without the double jump ability is extremely difficult. Defeat the Engimas and head for the door. Wall Jump up to a ledge near the exit to find a **Devil Star**.



SECRET MISSION 7

Air Hike up to the side platform where one of the Engimas was perched, then equip Nevan, Devil Trigger and Air Raid. Glide around the top of the room toward the exit, then fly to the high balcony where a red gear churns. Examine this gear to Find Secret Mission 7.



The objective of this sub undertaking is to navigate around a large area to reach the Blue Orb Fragment on the other side, within thirty seconds. The only way to reach it in time is by staying in Devil Trigger mode as long as possible. Since you must use Devil Trigger to reach the high platform in the gear room, recharge the DT gauge by failing this mission several times just for the opportunity to kill the enemies and recharge the gauge. Once the gauges are full, start the mission, Devil Trigger and run through the area as fast as possible. When Devil Trigger power runs out, use a Devil Star to recharge and continue toward the Blue Orb Fragment after triggering again. If the Devil Trigger gauge has been upgraded several times, there may not be a need to use a Devil Star.



ALTAR OF EVIL PATHWAY

INTRODUCTION

At the entrance, Air Hike to the pipes overhead, and collect the **Blue Orb Fragment** in the high alcove. Proceed through the corridor until Soul Eaters appear. Eliminate all of the Soul Eaters to proceed.

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Soul Eaters remain in gaseous form until they are ready to strike or they are touched. The best method of dispatching them is to equip the Spiral rifle and touch the vaporous clouds to make the Soul Eater take gelatinous form. Shoot them with the Spiral to eliminate them. If a Soul Eater seizes Dante and lifts him off the ground, Devil Trigger to break free of this grip and interrupt the creature's life drain attack.

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ALTAR OF EVIL

Examine the bloody altar at the back to learn a clue regarding the puzzle that must be solved in this room. To the left of the altar, swords protrude from a statue. Wall Jump up and land on the swords, then use them as a springboard to reach the balcony level.



Stand behind the small stone column and strike it repeatedly with a Devil's Arm to slide it across the balcony. Direct it toward the space in the north wall, over which a red gem shines. Another one of the faces on the altar below begins to weep bloody tears.



Navigate around the balcony to the southeast corner. Look for a fissure in the wall at the corner. Smash the wall to reveal another small stone. Strike the small column from behind and drive it north into a space in the wall below a red gem. With all three faces on the altar crying blood tears, the hidden exit is revealed. Defeat the Hell Vanguard and Soul Eaters that appear to unseal the exit, and proceed to the next area.



TEMPERANCE WAGON

Descend to the train platform and strike the statue to knock it aside, revealing a chute through which Dante can drop to the lower level. Collect the **Green Orb** and **Holy Water**, then Wall Jump off the gargoyle face to get back to the upper level.



An Agni & Rudra War God Statue in a small space under the stairs must be struck until the "Showtime!" level is reached in order to obtain a **Blue Orb Fragment**.



MOVE THE STATUE AGAIN

Strike the statue to move it one slide further west on the train platform, then jump on top of the statue to find hidden Red Orbs.

VIOLENT BOARDERS

During the trip to the destination station, wagons full of enemies pull alongside Dante's ride. While eliminating enemies, press **LB** (down on the Left Analog Stick) to target Enigmas and Wraths on parallel running trains and shoot them continuously with Ebony & Ivory to destroy them. Dante arrives at his destination only after all enemies are destroyed. Use the God of Time statue at the second dock to upgrade weapons and extend gauges before proceeding.



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BEOWULF

Head toward the glittering object on the far altar to trigger the appearance of Dante's largest opponent yet. Swordmaster Style helps a great deal during this battle. Jump toward Beowulf's face and press **Y** repeatedly to attack Beowulf's one glowing eye. As he staggers in pain, drop to the ground and chain combo attacks at his side or flank. Jump away or side roll whenever Beowulf raises his fist and slams it into the ground, then jump up to attack his one good eye again whenever he rises to full height.



When Beowulf crouches on all fours and bounds away, lock-on and shoot him continuously from a distance with Ebony & Ivory. Beowulf stomps on the ground repeatedly, causing large tower-like structures to fall. He then kicks these toward Dante. At a far enough range, it is easy to Side Roll left or right to avoid these towers. Each tower releases Red Orbs when it breaks apart.



After Beowulf's health meter drops to half or less, he becomes much wilder and follows Dante continuously. Hop away and use Ebony & Ivory to carve him up. Avoid trying to rush the kill, and patiently look for opportunities to leap toward his head and perform aerial attacks. Strike him from behind once, then jump away to avoid retribution.

After the battle, move toward the glittering object upon the altar to complete the mission.



MISSION 12

HUNTER AND HUNTED



SWORDMASTER



EBONY & IVORY



SPIRAL



AGNI & RUDRA



NEON

RACING DEATH

Purchase as many Vital Stars as you can afford before this mission starts. While Dante holds the **Haywire Neo-Generator**, he remains in permanent Devil Trigger state but his life gauge continuously decreases. The Rotating Bridge room must be reached before Dante's life drains completely. To prolong life, you must kill enemies between the Torture Chamber and the Rotating Bridge room in the hope that they will drop Green Orbs.



Kill enemies without taking damage all while riding the Temperance Wagon, and you should be able to maintain a high life gauge throughout the trip despite constant depletion. Returning to the main Temperance Wagon dock, Dante's constant Devil Trigger state makes it easier than ever to strike the Agni & Rudra War God Statue under the stairs and break it to obtain a **Blue Orb Fragment**, if you did not already do so during the previous mission. After smashing the adjudicator, knock aside the statue on the platform and drop to the lower level to acquire a large **Green Orb**.



AVOID GETTING HELD UP

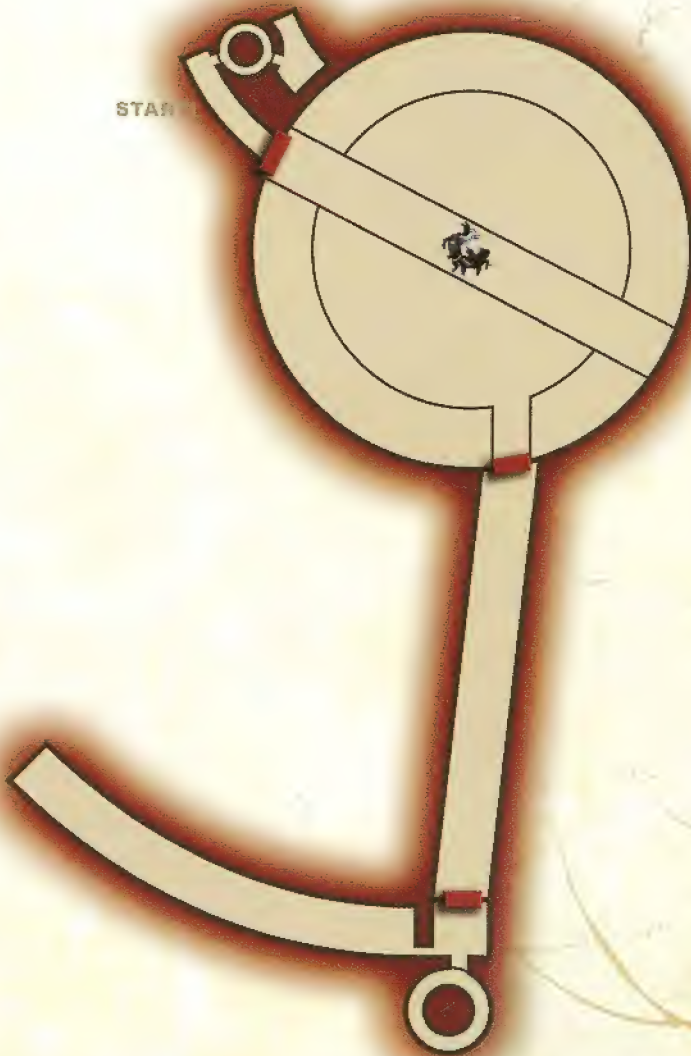
The enemies inside the Altar of Evil must be defeated in order to unseal the doors. Because the foes are evasive and tricky to kill, Dante's life gauge can be severely depleted while accomplishing this. The Blood-goyles in the next few rooms do not provide enough sustenance to keep Dante going either. After escaping from the Altar of Evil, consume a Devil Star and dash through the next few areas as swiftly as possible.



Defeat Prides, Lusts and a Hell Vanguard in the Marble Throughway to unseal the doors. Chop up the smaller fish to keep your life gauge high enough, just in case the Vanguard manages to hit Dante with a surprise slash. Once the Vanguard is defeated, the doors unseal. Quickly return to the Rotating Bridge area to drop the foul Haywire Neo-Generator. With the bridges rotated back to their default state, cross the bridge and go through the blue door.

SPIRAL CORRIDOR

After using several Vital Stars to get through the last few moments, it is nice to find a **Vital Star L** lying on the ground. Use the God of Time statue to purchase more Vital Stars if needed and descend the spiraling stairs to level B2F.



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GERYON

Pump Ebony & Ivory ceaselessly at the demon-horse drawn carriage and animal. Equip a weapon like Rebellion or Agni & Rudra, and use Air Hike to jump over Geryon when it charges. Continue blasting it as it pushes on, disappears, then re-materializes on the other end of the bridge. When Geryon stops, Devil Trigger, charge forward and strike the beast as much as possible. Geryon rears back when attacked, then drops back to the ground and charges forward again. Break off attacking and Air Hike over the horse and carriage when it is about to take off again, or Dante could be brutally trampled underfoot.



Repeat this process until Geryon passes by several times. The bridge gives way, and Dante and foe are dropped into the massive Underground Arena. Pepper Geryon with bullets as it circles the arena. Side Roll to avoid missile attacks, and Air Hike over the horse and carriage if Geryon attempts to fishtail into Dante.

When Geryon comes to a standstill, Devil Trigger and rush at the carriage. Jump on top of the carriage and continuously strike the covered top. Even if Geryon continues circling the arena, Dante goes along for the ride!



Occasionally Geryon disappears and recommences charging attacks, as previously done on the bridge. Continue shooting it as much as possible, but focus more on Air Hiking out of the way. When Geryon's health meter is reduced to half or less, it creates large, red bubbles that float toward Dante. If a bubble touches Dante, time seems to slow to a crawl. Geryon escapes, and a ring of spears appear around Dante. Jump out of harm's way when the quicksilver effect wears off. Chances to attack Geryon occur less frequently, so stay out of harm's way until the horse-drawn carriage comes screeching to a halt. Jump atop the carriage again and bash the top of it until Geryon gives up.



When Dante finally defeats Geryon, he obtains the **Quicksilver Style**. With this Style equipped, it's possible to speed up and make it seem as though enemies are almost frozen in time! Collect the Red Orbs and Green Orbs Geryon drops, then head down the long corridor toward the exit.

MISSION 13

CHAOS' WARM WELCOME



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EFFERVESCENCE CORRIDOR

Destroy the Damned Pawns and Damned Bishops in the Effervescence Corridor. Nevan's bat-summoning techniques are especially helpful against the Bishops.



SPIRAL STAIRCASE

Stand in front of the archway across from the entrance and Air Hike up to the top of the arch to release hidden **Red Orbs**. As you descend the spiraling stairs, notice that one of the wall sconce lights is red. Examine the red wall sconce to find Secret Mission 8.



SECRET MISSION 8

Defeat all of the enemies that appear in the Underground Arena, including Five Drachne, a giant Drachne and two Hell Vanguards. It's harder than it sounds! Stay as far back from enemies as possible and continuously fire Ebony & Ivory. It may take a while this way, but at least you won't die trying!



LUX-LUMINOUS CORRIDOR

Ignore the door across from the entrance and continue down the corridor. Go through the reddish colored door and defeat the Damned Chessmen in the Lux-luminous Corridor. At the southernmost end of the corridor, Wall Jump to the glittering object stuck in the ceiling to obtain a **Devil Star**. Proceed up the corridor and enter the first set of brown double doors.



VESTIBULE

Head to the northeast corner of the room and look for a glowing fissure in the wall at the corner. Strike the wall to smash through and reveal crystals and a second statue in the passage beyond. The beam of light must be redirected so that it goes down the side hallway and connects with the statue behind the iron gate.





In the main room, smash the central crystal in the second row from the Demon Crests, and smash the crystal near the side corridor. Go into the side corridor and smash the second crystal to connect the beam of light to the statue. The crystals you should smash in the main room are shown in the screenshot. When the beam of light is directed properly, the gate in the side passage opens and Dante can now reach the **Orihalcon**.

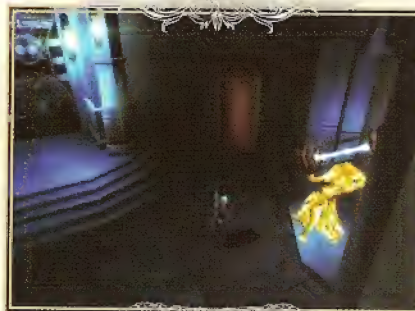
SECRET MISSION 9

In the side corridor of the Vestibule, jump up to land inside a hole in the west wall. Examine the skull with glowing eyes to begin Secret Mission 9. In this intense mission, Dante rides the Temperance Wagon and enemies attack as usual. Shoot enemies that remain on the wagons running the parallel rail, before they escape the area. Press **Ⓢ** (press down on the Left Analog Stick) to switch aim as needed, and target Wraths carrying soul bombs to blow them up and take the other enemies with them. After blowing up three or four wagon's worth of foes, the next few wagons pass by swiftly and have only one or two Wraths riding them. Devil Trigger to make your shots count, and don't let any Wraths escape!



Obsidian Path

Return to the Lux-luminous Corridor and blast through more Damned Chessmen to the northernmost door. In the Obsidian Path area, use the God of Time statue to switch to Swordmaster Style and equip Nevan if needed. Purchase every possible action for Nevan, including Volume Up. At the far end of the long corridor is a Nevan War God Statue. This is by far the hardest adjudicator to overcome, since the combo meter must be raised to Stylish while using Nevan. If you are not at Swordmaster Style level 3, then raise the meter to "Alright!" level and Devil Trigger to push your jam session over the edge.



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PREPARATIONS FOR ANOTHER BROTHERLY MEETING

Return to the God of Time statue and equip Agni & Rudra, or Rebellion if you prefer. Equip your choice of Swordmaster or Quicksilver, since both Styles work well. Consume the **White Orb** in the corridor to recover Devil Trigger power, then use the Orihalcon to unlock the massive doors leading to the next chamber.



VERGIL 2

Vergil now has his choice of using his Yamato Katana or the Beowulf Devil's Arms, the latter of which is his preferred weapon for most of the battle. Vergil's attack style is completely altered when he uses Beowulf. Although he may land an attack, there is a split second in which to leap or Side Roll away before he lands the next blow. However, he typically begins most attacks using Beowulf by leaping into the air, pausing for second and then he comes diagonally down toward Dante with a slicing kick attack. Typically he follows this up with a few attempted punches. Leap over Vergil while he attempts these attacks, then lash out with the most powerful attacks of Agni & Rudra. By attacking right after he attacks, it is possible to cause him to stagger around for several seconds while you chain together several combos.



If Vergil attacks with the Yamato instead, try to clang swords with him by striking at the same time he attempts to strike. The first clang may not stun Vergil, but the second clang should. When you see Vergil stagger back a step, start unleashing combo attacks on him. While unleashing combos, activate Quicksilver, if that is your preferred Style, to slow time so that you can inflict that many more hits upon him.

When Vergil loses roughly one third of his power, he learns how to Devil Trigger. Whenever Vergil Devil Triggers, avoid his attacks and stay clear of him. He cannot be forced to stagger, and his attacks are twice as damaging. Do not even try to inflict a hit on Vergil while he is in power mode. If you want a little payback, wait until his Devil Trigger wears off and dodge his next attack. Devil Trigger and unload on him in a big way.

Repeat all of the strategies listed above to defeat Vergil. In all likelihood, with highly upgraded weapons, you should have less trouble fighting him this time than the last.



MISSION 14

DRIVE!

RECOMMENDED STOLE



TRICSTER

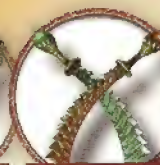
RECOMMENDED EQUIP



EBONY & IVORY



SPIRAL



ACM & RUOH



BEOWULF

LAIR OF JUDGEMENT RUINS

Head south to the edge of the pit where Vergil was last seen to obtain **Beowulf**. Equip the Beowulf gear immediately at the nearby God of Time statue. A Beowulf War God Statue blocks the eastern door. Strike it and raise the combo meter to the "Crazy" level to remove the obstacle and obtain a **Blue Orb Fragment**. Proceed to the next room, board the Underwater Elevator and ride to the surface.



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ORBS HIDDEN IN THE RUINS

Move down the ruined corridor to the point where the last Aevan War God Statue once stood and Walk Jump upward to reveal hidden Red Orbs.



SUBTERRAN LAKE

The Forbidden Land is now completely rearranged due to recent events. Portions of rooms from the lower levels have rise upward and become part of higher levels. Collect the **Red Orb** and go through the door.



TOP OBSIDIAN PATH

In the broken section of the old Obsidian Path, head down the ledge past the door and Wall Jump up at the corner to reveal hidden **Red Orbs**. Upon setting foot in the Altar of Evil room, dispatch a set of Blood-goyles and continue north through the side exit.



TEMPERANCE WAGON



Descend the steps and move the statue aside to absorb a **Green Orb**. Board the moving platform. Defeat enemies en route to the other station, including a Hell Vanguard.

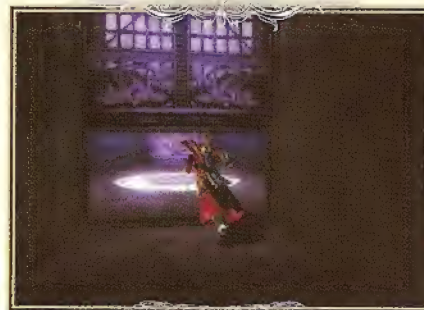
HELL'S HIGHWAY

INTRODUCTION

This area is a maze of gates that open only in a certain order. Proceed toward certain gates to raise them. By clearing the enemies that appear in certain chambers, the gates of the central red-lit area open, then you may proceed toward the exit. Start by moving forward through two gates to a bluish chamber.

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From the blue chamber, head to the right toward a greenish room. Defeat the Damned Chessmen that appear to unlock one of the two gates to the central red-lit area. Now return to the blue room and go to the pink-lit chamber. Defeat the Damned Knights in the pink area to unlock the gates.

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SUBTERRAN GARDEN

Move to the right side of the entrance, Wall Jump up the wall and then Wall Hike into a passage where Dante can obtain a **Green Orb**. Jump atop the formerly-inscribed stone in the center of the area to release hidden **Red Orbs**.

Move toward the normal room in the southeast corner of the area to obtain a **Vital Star S**. After defeating the chessmen that guard the item, return to the pink chamber and head to the central red-lit area. Move across the chamber until chessmen arrive, and destroy them to unseal the gates.



From the red chamber, head toward the hexagonal room that does not have a glowing circle and proceed into the next chamber. Defeat one last set of chessmen and proceed through the final gate to obtain a **Blue Orb Fragment**.



SUBGROUND WATER VEIN

Defeat the Enigmas in the Subground Water Vein, then head all the way around the area to the north door. The exit leads to the bottom passage of the Top Obsidian Path area. Defeat the Damned Pawns and Damned Knights blocking the corridor to reach a **Vital Star S**. Then return to the Subground Water Vein and step into the glowing blue portal.





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LOVE PLANET

Journey back toward the starting point of the game. Smash all the objects inside Bullseye to obtain **Red Orbs**. Continue through 66 Slum Avenue to the front of Dante's Office to find a **Yellow Orb** and a large enemy set. Return to Love Planet and head north toward Temen-ni-gru.



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13TH AVENUE: AFTERMATH

Jump up to the rooftop on the left to collect a trio of **Red Orbs**, then jump up to the rooftop on the right side of the street to find a **Holy Water**. Jump and land on the top corner of the train to find a huge cache of hidden **Red Orbs**. Approach Temen-ni-gru to complete the mission.



MISSION 15

THE GATECRASHER

RECOMMENDED STYLE



SWORDMASTER

RECOMMENDED EQUIP



EBONY & IVORY



SPIRAL



REIGN



BEOWULF

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UPPER SUBTERRAN GARDEN

The Fallen are angelic-looking demons that float around the area, attempting to lance Dante with their powerful spears. They only become vulnerable when the massive skeleton face that comprises their torso is revealed. Shoot them continuously with Ebony & Ivory while their wings are open. When you see an opportunity, jump toward a hovering Fallen and perform aerial combos with Devil's Arms. Nevan's aerial slash attacks are particular helpful against The Fallen. Defeat both Fallen to unseal the doors and proceed.



PROVISIONS STOREROOM

Beowulf is a great Devil's Arm to use against Arachne, as long as you avoid standing in one spot too long. Strike a few times, then jump out of the way of the inevitable retribution. Wall Jump to the top of the room at the pit's corner to find a small **Green Orb**.



DEVILSPROUT LIFT

Ascend the stairs and examine the elevator control switch. Three objects are missing from the device. The objective for this mission is to find the three Orihalcon Fragments that power the lift.



TOWER MECHANICS

Continue through the Devilspout Lift area to the Forbidden Land: Front. Strike the new Demon Crest near Leviathan's carcass to activate the new tower's machinery. Now return to the Provisions Storeroom. Strike the newly revealed Demon Crest on the wall to rotate the outer portion of the tower. After the rumbling stops, head through the door with the tri-colored seal.



GEARS OF MADNESS

The gears in the room now rotate, and the edges of the gears can be fatal if touched. Jump onto the first gear and defeat the Blood-golem in the room. Ignore the new Demon Crest for now, and continue to the next area.



ALTAR OF EVIL PATHWAY

Proceed through the hallway and obtain the **Orihalcon Fragment** at the end. Stop in front of each set of moving blades, learn the timing, and move past the blades just after they slash through the corridor.



ROTATE TO TEMEN-NI-GRU WEST

Return to the Gears of Madness room and strike the Demon Crest on the wall to rotate the outer section of the tower. Exit through the door with the tri-colored seal.



ROUNDED PATHWAY AND PROVISIONS STOREROOM

Head through the passage, jumping over the spinning columns. The Dullahans are optional enemies. Since they pass over the dangerous spinning columns, defeating them is optional. Continue into the Provisions Storeroom, defeat the Arachne and giant Arachne in the room, and then collect the **Orihalcon Fragment**.



Return to the Rounded Pathway. Strike the tri-colored Demon Crest in the alcove to rotate the outer tower, then continue through the passage to the exit at the opposite end.



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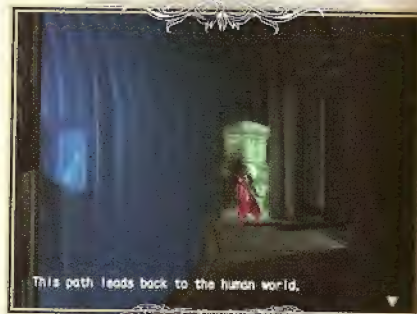
TOP SUBTERRIA LACK

Collect all the **Red Orbs** in the area and head through the blue door. When jumping over the spinning blades in the low corridor, press the **X** button only lightly so that Dante "hops" over the blades rather than leaps. Otherwise, Dante might rise too high and collide with the spinning blades in the ceiling. Collect the third **Orihaleon Fragment**, then absorb **Green Orb** near the door.



OPTIONAL RETURN TO THE HUMAN WORLD

Return to the Top Subterria Lack area and strike the tri-colored dial to rotate the outer ring of the tower. Head through the Marble Throughway to the back portion of the Devilsprout Lift area. Descend the spiral staircase to reach the Underground Arena, where **Blue Orb Fragment** can be obtained. The south passage leads back to 13th Avenue and the city area, where many of the Red Orbs from the previous mission have reappeared. When done with this side foray, return to the Underground Arena and jump onto the circular platform, which carries Dante back to the upper level.



ACTIVATING THE DEVILSPROUT LIFT

Return to the Top Subterria Lack area and strike the tri-colored dial again, so the outer ring rotates one last time. Return through the Provisions Storehouse to the Devilsprout Lift, and use all three Orihaleon Fragments to unseal the device. Ride the lift up to the next mission.

MISSION 16

WIN OR LOSE

RECOMMENDED STYLE



GUNSLINGER

RECOMMENDED EQUIP



EDOV & WOOD



SPIRAL



DEVAR



BEOWOLF

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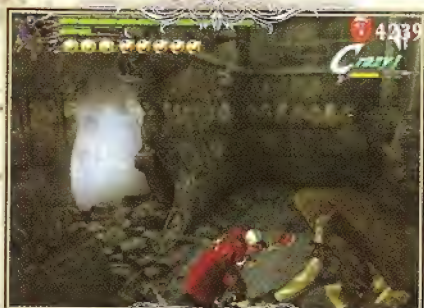


SUN & MOON CHAMBER

Examine the twin standing stones behind Dante's starting point to learn clues as to how to unseal the south exit. Head for the red door in the northwest corner of the area.



Defeat the enemies in the Entranceway corridor and go through the north double doors. Hack up the demons in the Cursed Skull Chamber and collect the **Devil Star**. Return to the Entranceway corridor and go through the fissure in the wall at the western end.



CHAMBER OF SINS

Read the inscription on the powder-blue stone between the two Demon Crests. The objective here is to strike both Demon Crests and lower two gigantic balls on chains. Next, you must knock the two balls together. Move to the outside edge of one ball and strike it with Beowulf. Allow the giant ball to swing back toward Dante, then strike it again. Two attacks should give the ball enough swing that you can dash to the outside edge of the other ball and knock it toward the other in the center.



When the giant balls collide, the gate blocking access to the **Onyx Moonshard** opens. Taking the item triggers the appearance of a large group of enemies in the chamber. Defeat them and return to the Sun & Moon Chamber. Insert the Onyx Moonshard into the standing stones near the sealed door, then enter the blue door northeast of the elevator.



REACHING FOR THE SUN

Fight through the Living Statue room to the Waking Sun Chamber. Strike the Demon Crest to lower a massive swinging ball. Jump on top of the ball and pummel it with Beowulf until it breaks. A massive section of wall slides away, revealing the **Golden Sun**. Take the item and defeat the Damned Chessmen that fill the room.



Return to the Sun & Moon Corridor and insert the second piece into the standing stones to remove the barrier blocking the south door.





SECRET MISSION 10

AFTER revealing the hidden location of the Golden Sun, examine the glowing wall panel to the right side of the key item's location to enter Secret Mission 10.



Smash the crystals to complete this thinking-man's side quest, and connect the beam of light either from one statue to the other or from a statue in the main room to the one in the side corridor of the Vestibule to obtain a Blue Orb Fragment. The pattern of statue and crystal placement is randomized, and so there is no exact solution for this puzzle. Follow the beam of light to the crystal where the light is bent toward an invalid direction. Start looking at what direction the light would travel if the nullifying crystal was removed. If the light would strike another crystal or another statue, then that is most likely the crystal to strike.



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ICE GUARDIAN'S CHAMBER

Stay near the entrance and allow the Blood-goyles to swarm around Dante. This way, the Engimas positioned on the rubble further in the room are unable to shower Dante with blades. Once the Blood-goyles are dispatched, jump up to the top of the rubble and slay the Enigmas. The Wall Jump continuously up through the hole in the ceiling.

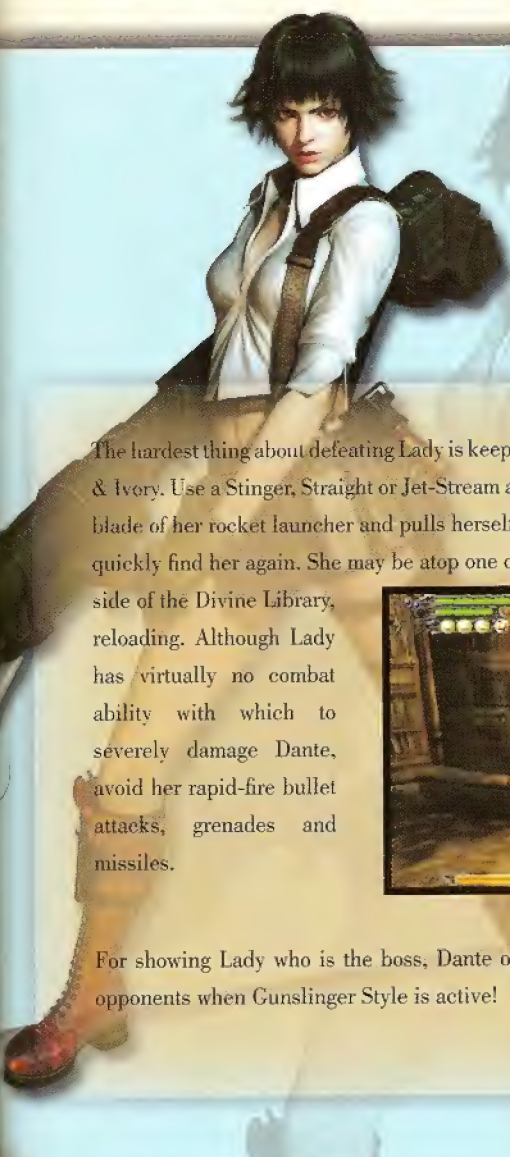


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SURGING THROUGH LEVEL 2

Stay clear of the large hole in the ground by leading the enemies toward the exit to take them on. Afterward, proceed through the Endless Infernum and ignore the **Red Orb** floating over space. A missed jump leads to a drop down to the Chamber of Sins on the level below and you must re-navigate the entire level. Defeat more enemies in the Giantwalker chamber and continue. In the Incandescent Chamber, collect the **Vital Star S** from the aisle between the gear works and continue into the Divine Library.



LADY

The hardest thing about defeating Lady is keeping up with her. As soon as you spot her, start filling her with bullets from Ebony & Ivory. Use a Stinger, Straight or Jet-Stream attack to dash up to her. Continue pounding on her until she fires the grappling blade of her rocket launcher and pulls herself out of sight. She typically drops a grenade as she flies off, so jump away and quickly find her again. She may be atop one of the bookcases on the outer ring of the room, or she may just be on the other side of the Divine Library, reloading. Although Lady has virtually no combat ability with which to severely damage Dante, avoid her rapid-fire bullet attacks, grenades and missiles.



For showing Lady who is the boss, Dante obtains the **Kalina Ann**. This weapon is absolutely devastating to multiple opponents when Gunslinger Style is active!

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HIGH-FLY ZONE

Use the Lift Portals to soar upward to the top of the tower. On the top level, move to the debris just left of the exit door and jump onto the first piece of fallen rock to reveal hidden **Red Orbs**. Then exit through the door to complete the mission.



MISSION 17

INNER-DEMONS

RECOMMENDED STYLE



SWORDMASTER

RECOMMENDED EQUIP



EBONY & IVORY



KILLING GOD



RED ORB



BEOWULF

THE DARK CORRIDOR

Jump up to the alcove high above the door to obtain a **Vital Star S**. Head around the corner and perform Air Hikes to reach the **Red Orbs** high up above the archways. Head north to face a deadly challenge, or go through the large double doors to continue.



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As with the trial that previously took place in this room, the enemies appearing in this chamber are resistant to harm unless both Demon Crests are activated. This is also true for the Hell Vanguard appearing after the set of normal foes. Defeat all enemies to obtain a **Yellow Orb**.

As with the trial that previously took place in this room, the enemies appearing in this chamber are resistant to harm unless both Demon Crests are activated. This is also true for the Hell Vanguard appearing after the set of normal foes. Defeat all enemies to obtain a **Yellow Orb**.



Strike the Orb Crystal at the back of the chamber to obtain Red Orbs until the stone shatters. Equip Beowulf and attack the War God Statue and raise the combo level to the "Showtime!" level to obtain a **Blue Orb Fragment**. The Swordmaster Style must be active to achieve breaking the statue.

Strike the Orb Crystal at the back of the chamber to obtain Red Orbs until the stone shatters. Equip Beowulf and attack the War God Statue and raise the combo level to the "Showtime!" level to obtain a **Blue Orb Fragment**. The Swordmaster Style must be active to achieve breaking the statue.

Use the cubes in the room to reach the mid-level door in the room. This is easily achieved by jumping on the stationary central cube in the room, then jump onto the rising cube. Air Hike jump to the next rising cube, and ride the object as it moves upward in order to reach the platform in front of the door.



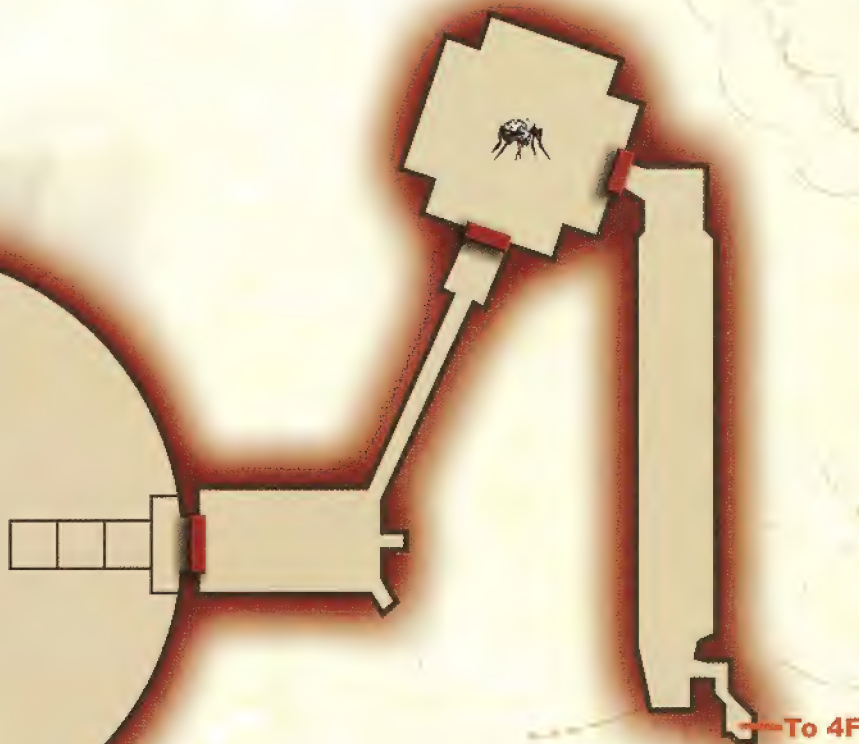
FIRESTORM CHAMBER

Defeat the Enigmas and Hell Vanguard to unseal the room. Proceed to the Azure Garden and smash the objects around the door to obtain **Red Orbs** and **Green Orbs** as usual. Head to the hexagonal room at the other end of the balcony to obtain a **Blue Orb Fragment**.



HOPPING SPIN

Return to the God-cube room and Air Hike toward the four-cube platform on Dante's right. Momentarily, a cube should slowly spin downward. Jump onto this cube, then jump as needed while the cube flips over to stay on the top side. This cube changes direction in spin, but by staying on top of it you can easily reach the top door in the area. Like everything else in the game, all it takes is practice!



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ANOTHER TRIP THROUGH THE TRIALS

Head up the one remaining stairway to the Trial of Wisdom. Defeat the Arachnes in the room to unseal it, then continue into the Trial of Skill.



The spears start emanating from the floor, walls and ceilings in waves. Except this time, the spears come from two directions at once. The window for Dante to jump through is much smaller, but should be easy to get through with a single jump over the skewers. Go out to the balcony and jump onto the Lift Portal to soar upward to the next level.



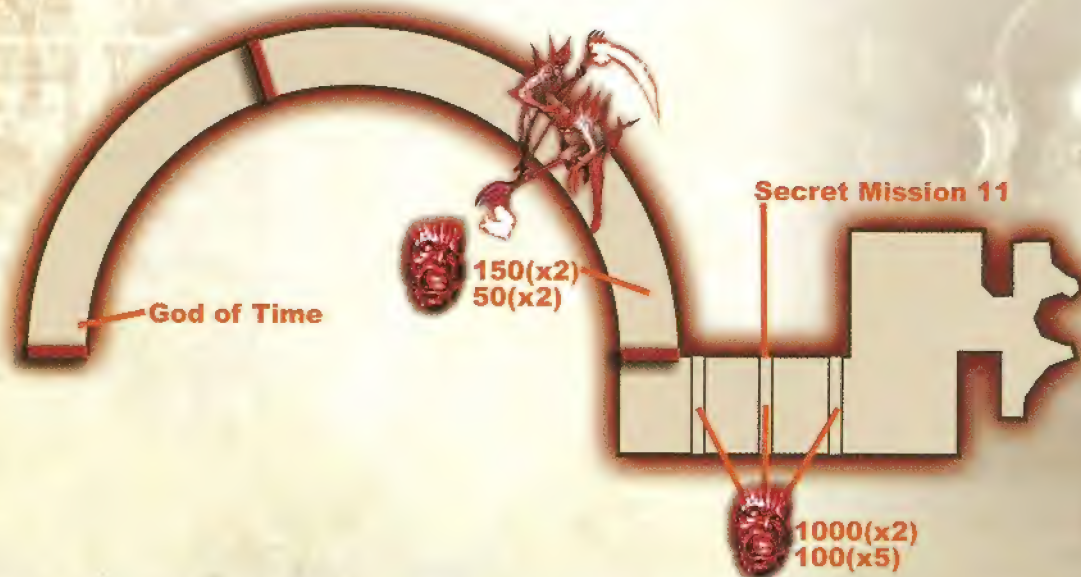
PITCH-BLACK VOID

Air Hike or Wall Hike up to the archway above the stairs to obtain **Red Orbs** in the usual positions. Jump on top of the lower archway where the goddess statue on the wall shines. Examine the shining goddess statue to enter Secret Mission 11.



SECRET MISSION 11

This secret mission basically transports you back to the room full of skewers. The skewers rise in wave pattern much faster than any other time. Reach the other side of the room by jumping through the open holes in the walls and needles to reach the Blue Orb Fragment on the other end of the corridor.



TOP OF TEMEN-NI-CRU

Smash the objects near the entrance to obtain **Red Orbs**, and defeat the hellish-looking Abyss monsters in the corridor to unseal the exit. Cross the Moonlight Mile and use the God of Time statue to upgrade weapons and improve Dante's life and Devil Trigger gauges.



DARK-PACT CHAMBER

Proceed up the slope. The path is blocked by a kind of space-rift. Step into the window to confront your deadly shadow.



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DOPPELGANGER

Dante's shadow is a patterned boss. Once you identify and follow this pattern, he is easy to defeat. Strike one of the caged semi-globular lights on the outer wall of the area. After striking a semi-globe five times with Beowulf, the light turns on. The trick is to turn on the light when the Doppelganger is in range, so

that he is blinded and stunned momentarily, allowing you to perform a combo attack. Therefore, if you are using Beowulf to strike the light, hit it four times and wait for the Doppelganger to come into range. Strike the globe for the fifth time to turn it on and blind the shadow, then attack.



The Doppelganger may start to attack before you have set up the light correctly. If the shadow starts to Dash toward Dante, Air Hike away from the light and back toward the center of the area. When the Doppelganger leaps toward the center, run back toward the light and continue striking it until it is set up and ready to blind the Doppelganger.

Although the Doppelganger cannot enter the light, it can create a massive pool of black energy under Dante, which soon bursts upward. Jump away from these pools of light, and head for another one of the lights on the circular wall.

Repeat this pattern until the Doppelganger's life is gradually whittled away. For defeating his shadowy self, Dante acquires the **Doppelganger Style**. This mode allows him to create a mirror image of himself that attacks the same target twice at once, inflicting double the damage. Portal back to Temen-ni-gru and continue to the top of the tower to complete this mission.

MISSION 18

INVADING HELL

RECOMMENDED STYLE



SWORDMASTER

RECOMMENDED EQUIP



EBONY & IVORY



KILLING ARM



DEVOR



BEOWULF

DAMNED CHESS BOARD

Proceed across the Unsacred Hellgate area and jump through the shimmering mirror. Dante is caught up in Hell's idea of chess. The pieces move one at a time, and attack if Dante is on the nearby square. The pieces are only vulnerable while active, and turn gray and invulnerable when another piece is moving. The exceptions of course are the Damned King and Damned Queen, who move whenever they want.



Just like in chess, the target piece is the Damned King. Whenever the King is attacked, another piece automatically switches places with it. However, once the King starts moving around, it never becomes inactive or invulnerable.

Therefore, if you keep going after the King and eventually destroy it, all the other Damned Chessmen crumble and dissolve as well!



Secret Mission 12

100(x3)

Crystal



Damned Queen
Damned King



START!

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ROAD TO DESPAIR

The Fallen in this area can be quite hard to defeat, especially since they can soar well off the sides of the platform, out of range of Dante's Devil's Arms. Head up the path toward the "foot".



An Orb Crystal on the right side of the foot can be struck until it breaks to obtain **Red Orbs**. Jump onto the foot itself and move to the left side, where a platform holds two **Red Orbs**. Inspect the plague set on the side of the heel to find Secret Mission 12. When finished here, jump through the shimmering mirror in front of the foot.



SECRET MISSION 12

In this secret mission, you must navigate upward two levels through the God-cube room. Only there are fewer cubes to jump to, and serious Trickster skills are required. Equip Dante with Nepan and another Devil's Arm that has the Air Nuke ability, such as Beowulf. Purchase the Air Raid ability for Nepan, if you have not already. Equip the Trickster Style, and fill Dante's Devil Trigger gauge. To change equipment and Style mid-mission, use the God of Time statue in the Lost Souls Nirvana area (the area after Nal to Despair).

In the God-cube room, move to the side and Air-Nuke onto the cube that moves along the curved wall while flipping over. Press \square to switch to Nepan while staying on top of the cube. Wall Jump upward from this cube, then Wall Nuke straight up. While Wall Nuking, Devil Trigger. When Dante leaps off the wall, hold \square and press \times to Air Raid. Glide across the room to the mid-level balcony, press [N] to land and quickly turn off Devil Trigger. You are half way there!



To the side of the mid-level balcony, a cube moves in and out of the wall. Jump onto the cube as it extends. A fast moving cube that does not flip over travels in figure-eight pattern just above. Air Nuke up onto the moving cube. While riding the fast cube, equip Nepan and get ready for another crazy move. When the cube moves toward the wall, jump toward the wall, Wall Jump upward, then Wall Nuke up the wall. Devil Trigger while Wall Nuking, then Air Raid the instant Dante leaps from the wall. Now quickly glide over to the top platform and collect that Blue Orb Fragment! This tactic may sound crazy, but it is actually the easiest one that works. Mastering this difficult Secret Mission certainly requires practice on your part.



LOST SOULS NIRVANA

This area is designed after the surrealist work of the famous artist, M.C. Escher. Although it may look like you will not be able to continue if you run to the top of certain staircases, Dante changes direction of travel automatically, so that all stairs can be crossed. Although there are four **Green Orbs** in the area, avoid consuming any of them until you are engaged in the objective at hand: fighting all the previous boss enemies over again.



At the back of the area is a large monolith with many colored gems and an inscription. Situated around the area are several tombstones marked with the image of the boss enemies you've defeated, and similarly-colored stones. Examine a tombstone to enter a dreamlike version of the boss fight. Defeat the enemy again to illuminate one of the gems on the monolith. Between battles, use the Green Orbs in the area to regain lost health. When enough gems have been lit to make a circle on the monolith, the exit mirror appears. Jumping through the exit mirror completes the mission.



Examining the monolith closely, you can see that lines run through the center of the overall circle. Therefore, you can re-fight merely three bosses (Cerberus, Agni & Rudra, Beowulf) to create the exit and proceed. However, if you examine all of the tombstones around the area and defeat all bosses over again, a **Blue Orb Fragment** drops from the monolith!



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Tombstone Links

TOMBSTONE GEM COLOR	BOSS FIGHT
Orange	Mission 2 Enemies (x2)
Light Blue	Cerberus
Yellow	Gigapede
Green	Agni & Rudra
Red	Heart of Leviathan
Purple	Negan
Dark Blue	Geryon
White	Beowulf
Black	Doppelganger

MISSION 19

FORCES COLLIDE

RECOMMENDED STYLE



SWORDMASTER

RECOMMENDED EQUIP



EBONY & IVORY



KALINA ANN



OGMI & RUDDA



BEOWULF

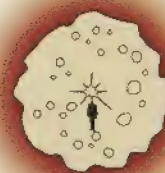
ROOM OF FALLEN ONES

Defeat the Abyss enemies to reveal the exit. Smash the two tombstones in the area to obtain extra Red Orbs.



NIRVANA OF ILLUSIONS

Sets of Abyss appear in the room, but they are invulnerable to direct attack. One of the mirrors in the room can be shattered to destroy all of the creatures. Attack the mirror in which the image is color saturated and warped. The target mirror may change to another mirror in the room, so relocate and attack the new mirror.



God of Time



100(x2)



God of War

36 (x4)



Samsara

Secret Mission 12

100(x3)



(abyss)

If you need to get away from the Abyss, to use a Vital Star or Devil Star for instance, jump up to the small ledges at the tops of the columns between the mirrors. Continue attacking the active mirror until it shatters, eliminating the entire enemy group. Do this twice and the exit shall be revealed.



LORD ON THE CHANDELIER

Jump onto one of the chandeliers in the room to obtain a Vital Star L!

INFINITY NIRVANA

Defeat the enemy set before the sand in the central hourglass runs out, or Dante experiences a time-setback and the enemy set must be defeated all over again.



Upon successfully defeating the Abyss monsters within the time limit, a platform extends to the central device. Take the **Samsara** from the pedestal to reveal the entrance.



The mirror teleports Dante back to Lost Souls Nirvana. All of the **Green Orbs** have reappeared, so run around and collect them again. Use the God of Time statue to upgrade weapons and to buy Purple Orbs and Blue Orbs.



Walk through the mirror, back to the Room of Fallen Ones. Jump through the mirror, this time landing in the Nirvana of Illusions. Examine the golden goddess statue on the wall across from the mirror. Dante uses the Samsara to change the destination of the mirror. Go back through the mirror for the final time.



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END OF THE LINE

Proceed up the path and use the God of Time statue to upgrade Dante's life gauge and Devil Trigger gauge as high as you can afford. Upgrade guns to do the maximum damage. Change your Style to Swordmaster and equip Rebellion or Agni & Rudra, with the Air Hike ability active. Equip the Kalina Ann and good old Ebony & Ivory. This is it, the title bout! Head through the door to confront your main foes.



ARKHAM

Arkham transforms into a pusillanimous, malformed blob of chaos and anarchy. In his gelatinous state, Arkham can instantly create an arm or tendril and bash Dante aside with it. Therefore, the best way to attack Arkham, without taking too much damage, is to jump toward the upper portion and begin a full aerial combo with Rebellion or Agni & Rudra. Continue jumping toward his head and attacking in the air.



Occasionally Arkham retreats and dispatches the dolphin-like monsters called Arkham's Legions to attack Dante. As these creatures cluster around Dante, use the Kalina Ann to blow away large numbers of them. Jump to a new location, let the dolphin monster cluster around, and fire another rocket. Repeat this until Arkham's Legions are destroyed and Arkham returns to the battlefield.



Repeat the process of performing aerial combos to the upper portion of Arkham followed by elimination of Arkham's Legions until half of his life gauge is



depleted. After a short scene, Vergil joins the battle, but on Dante's side! Vergil mimics Dante's movements and attacks. If ever Vergil becomes sidetracked by Arkham's Legions or his deep thoughts, press **○** to call upon Vergil to attack the same target. Dante cannot perform style moves while Vergil is on the battlefield. If another player is available, plug a second controller into the PlayStation2 and press START. The second player can control Vergil!



MISSION 20

SCREAMING SOULS



VERGIL 3

Armed with the sword of Sparda, Vergil is three times as difficult to take down as he was in any of the previous battles. He can Devil Trigger and remain in hyper drive state for several moments. But the strategy for fighting him remains the same as ever. Dodge his attacks by jumping away, but not too far away. Attack immediately after Vergil finishes trying to attack. Once your blows make Vergil stagger, continue chaining together combo attacks and take down as much of his life as you can. When Vergil Devil Triggers, stay away from him. Once his Devil Trigger state elapses, dodge his next attack and Devil Trigger yourself, then take down as much of his life as you can.



When Vergil's life gauge is reduced by half, he utters something like "You're going down" and becomes engulfed in a blue glow. Vergil seems to reach a level beyond Devil Trigger, where he becomes able to Dash and perform Stinger attacks simultaneously. He also begins a multi-projection attacks all-around Dante, which looks like dark blue orbs appearing onscreen simultaneously. Avoid these blitz attacks by Devil Triggering yourself and running far away from him until his state subsides and he returns to normal. He should be off-guard immediately after these attacks, so try to get near him and strike a good combo on him before he Devil Triggers again.

In the last half of the battle, Vergil becomes able to Devil Trigger much more frequently than before. He may also emit a purple glow, after which he begins performing repeated Helm Breaker attacks, appearing out of nowhere from over Dante's head. These can be easily avoid just by continuously moving around without stopping.

Patience and skillful avoidance of attacks is the key to surviving this final confrontation. Although you may not be able to take much life off of Vergil at one time, the key is to avoid taking too much damage from his attacks. Take all the time in the world to fight Vergil, because this is the last battle in the game!

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66 SLUM AVENUE

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**CURSED SKULL
CHAMBER**

**SILENCE
STATUARY**

ENTRANCEWAY

**CHAMBER OF
ECHOES**

**CHAMBER
OF SINS**

**LIVING
STATUE
ROOM**

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CHAMBER

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TO AZURE GARDEN

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TRIAL OF
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TRIAL OF THE
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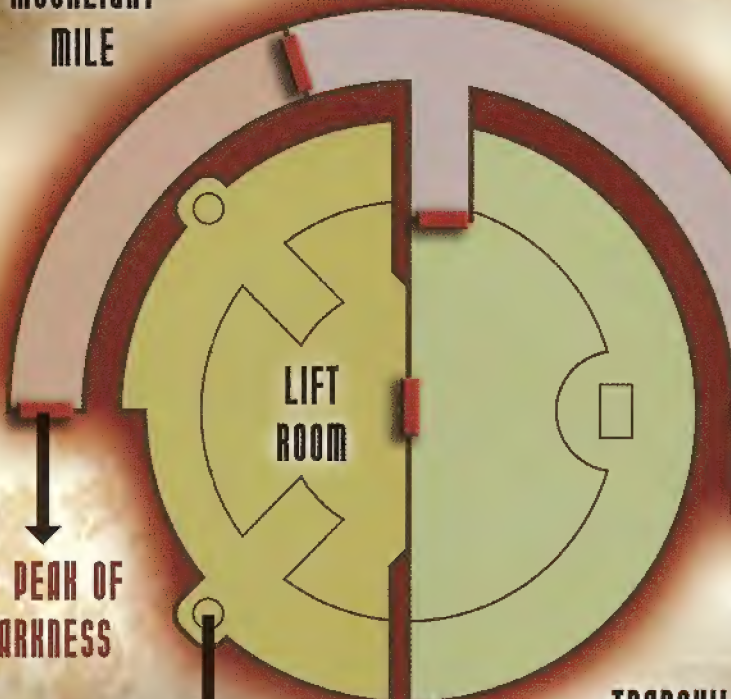
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TO PEAK OF
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TO CHAMBER
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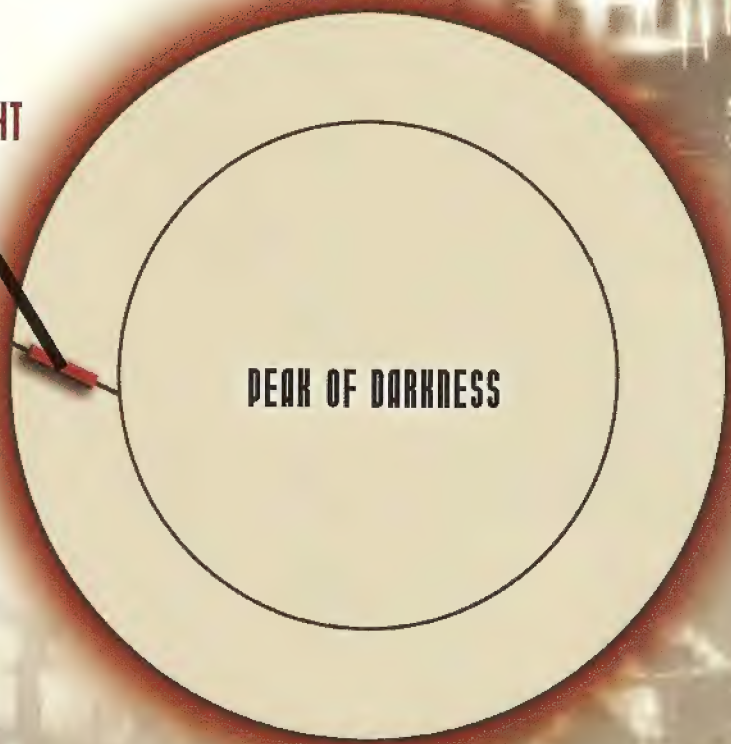
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LEVIATHAN'S
INTESTINES

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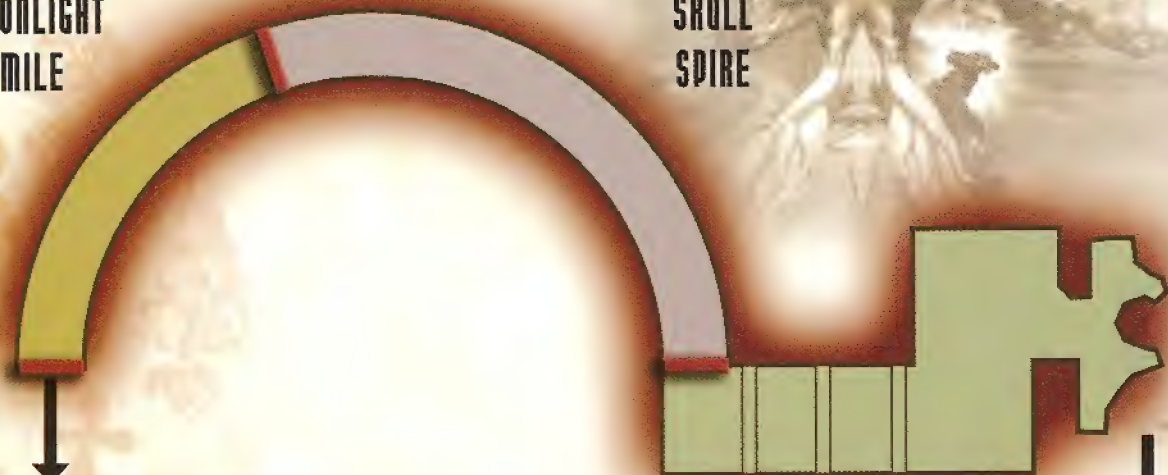
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MILE

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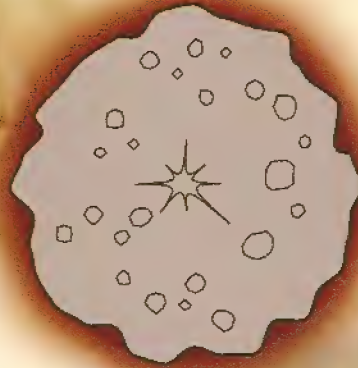
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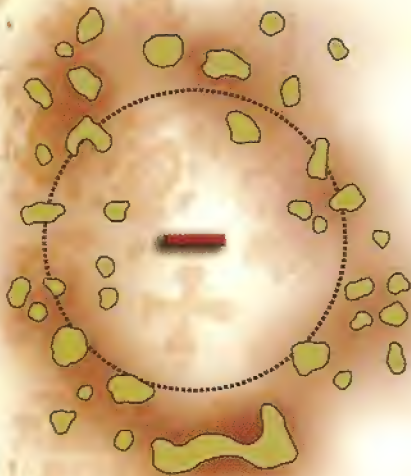
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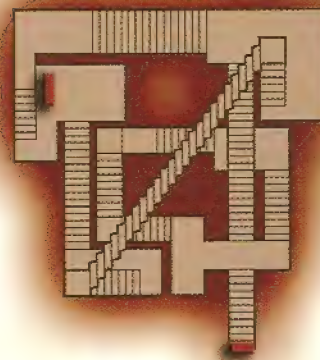
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END OF THE LINE



INFINITY NIRVANA



LOST SOULS NIRVANA

NETHERWORLD

**ROAD TO
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**DAMNED
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TO DARK-PACT CHAMBER

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THE DEVIL'S SECRETS

Do not read this chapter until the game is cleared. This chapter contains spoiler material that could ruin the experience of unlocking bonuses and secrets on your own. There are so many extras to unlock in *Devil May Cry 3: Dante's Awakening*, that the best way to present this information is in concise lists based on the mode cleared.

To unlock bonus costumes for the characters, clear the modes listed as follows. If an alternate costume for Lady is noted, she will be attired differently when Dante wears the specified costume during a mission. To change costumes, press **[1]** or **[2]** to cycle through available costumes in the Mission Select screen. Gallery and Total Ranking screens are also viewable in the Mission Select screen after completing a game.

CLEAR EASY MODE

GALLERY Unlocked

TOTAL RANKING Unlocked

Easy Mode screen unlocked in "Clear bonus art"

"Crazy Gameplay Video" added to Gallery

Costume: Shirtless Dante

CLEAR NORMAL MODE

GALLERY Unlocked

TOTAL RANKING Unlocked

"Concept art" Unlocked, all pictures visible

Normal Mode screen unlocked in "Clear bonus art"

"Crazy Gameplay Video" added to Gallery

"E3 Promotional Video" added to Gallery

Hard Mode Available

Costume: Shirtless Dante

Costume: Devil May Cry Dante

CLEAR NORMAL MODE WITH S RANK IN ALL MISSIONS

Normal Mode S Rank Clear screen unlocked in "Clear bonus art"

CLEAR NORMAL MODE WITH PERFECT (SS) RANK IN ALL MISSIONS

Normal Mode Perfect Rank Clear screen unlocked in "Clear bonus art"

CLEAR HARD MODE

"CG art" Unlocked, all pictures visible

"Hazuma Haneko's illustrations" Unlocked, all pictures visible

Hard Mode screen unlocked in "Clear bonus art"

"Video storyboard" added to Gallery

"Motion capture video" added to Gallery

Costume: Devil May Cry Shirtless Dante, Lady alternate costume

Dante Must Die! Mode Available

CLEAR HARD MODE WITH S RANK IN ALL MISSIONS

Hard Mode S Rank Clear screen unlocked in "Clear bonus art"

CLEAR HARD MODE WITH PERFECT (SS) RANK IN ALL MISSIONS

Hard Mode Perfect Rank Clear screen unlocked in "Clear bonus art"

CLEAR DANTE MUST DIE! MODE

Dante Must Die! Mode screen unlocked in "Clear bonus art"

Costume: Super Dante, Lady alternate costume

Heaven or Hell Mode Available

CLEAR DANTE MUST DIE! MODE WITH S RANK IN ALL MISSIONS

Dante Must Die! Mode S Rank Clear screen unlocked in "Clear bonus art"

CLEAR HARD MODE WITH PERFECT (SS) RANK IN ALL MISSIONS

Dante Must Die! Mode Perfect Rank Clear screen unlocked in "Clear bonus art"

VERGIL SPECIAL ENDING

To view the Vergil Special Ending, you must kill 100 enemies during the credits at the end of the game. The 100th enemy is a Hell-Vanguard, so good luck!

Devil May Cry® 3

OFFICIAL STRATEGY GUIDE

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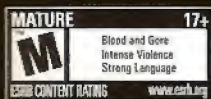
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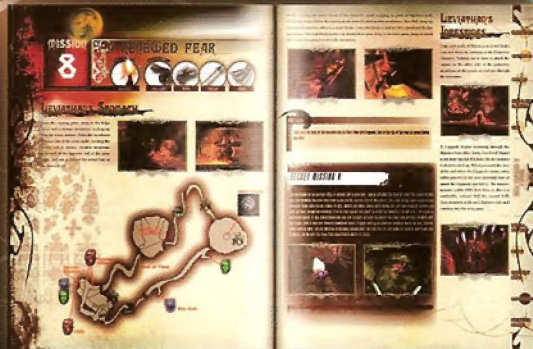
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Meet all the enemies before you encounter them in the game! There are also puzzles to solve, and this guide dedicates an entire section to Key Items.

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